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Battle Arena Toshinden™ Game Secrets

The Unauthorized Edition

Tom Stratton Jr.

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tom stratton jr.

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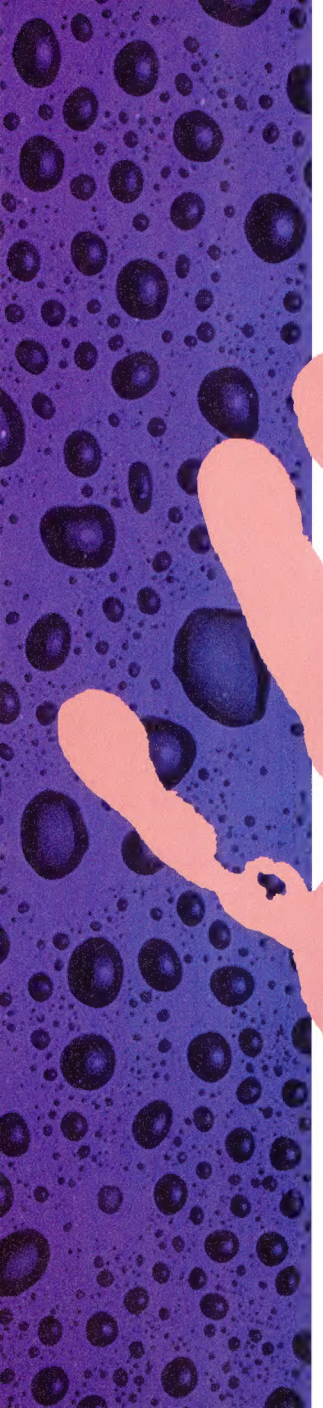

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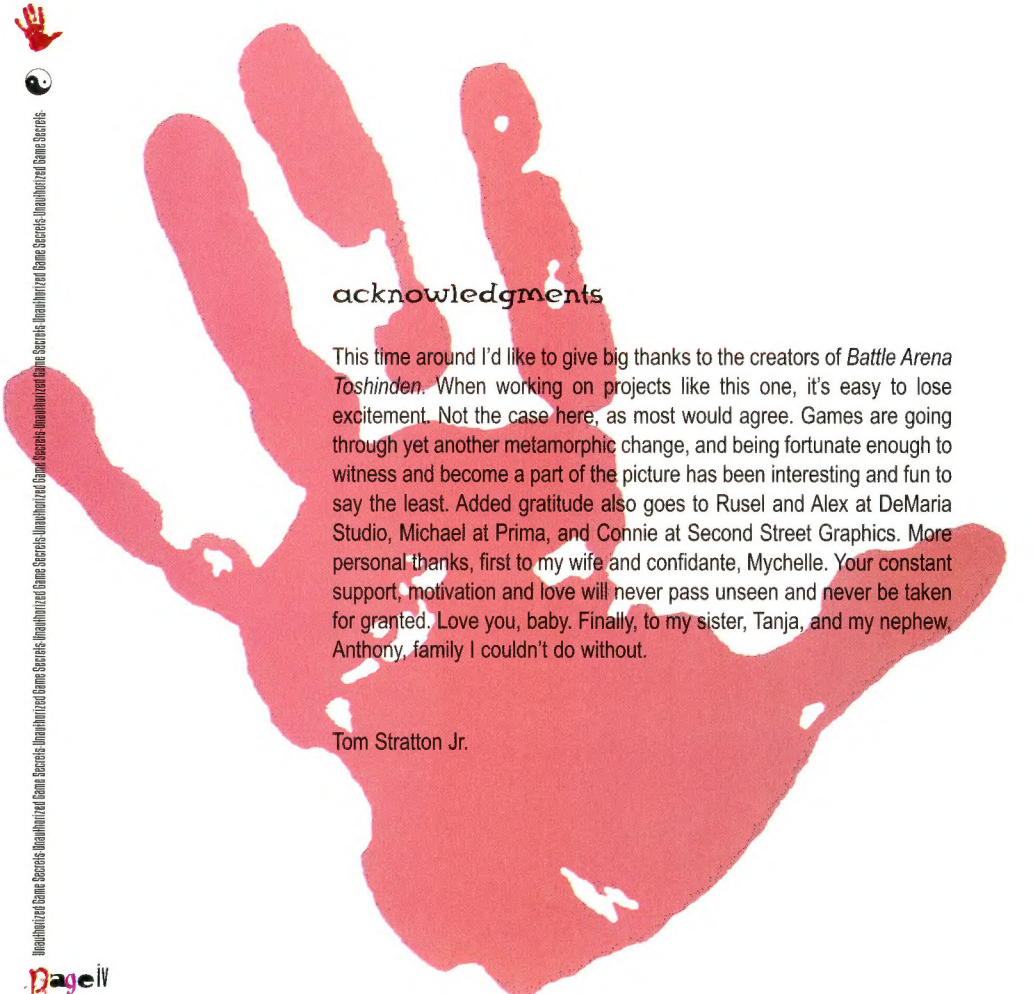

acknowledgments

This time around I'd like to give big thanks to the creators of *Battle Arena Toshinden*. When working on projects like this one, it's easy to lose excitement. Not the case here, as most would agree. Games are going through yet another metamorphic change, and being fortunate enough to witness and become a part of the picture has been interesting and fun to say the least. Added gratitude also goes to Rusel and Alex at DeMaria Studio, Michael at Prima, and Connie at Second Street Graphics. More personal thanks, first to my wife and confidante, Mychelle. Your constant support, motivation and love will never pass unseen and never be taken for granted. Love you, baby. Finally, to my sister, Tanja, and my nephew, Anthony, family I couldn't do without.

Tom Stratton Jr.

Introduction

Becoming one with the fighter

To master all ten of *Battle Arena Toshinden's* fighters you'll need to start with the basics and commit them to memory. By basics, we mean learning the offensive and defensive attributes for each fighter, discovering the right move to counter an opponent's oncoming attack, and knowing when to resort to a special attack. As we introduce the individual fighters, we list the most basic attack moves first and then work our way toward the most advanced techniques.

How'd I do that!?

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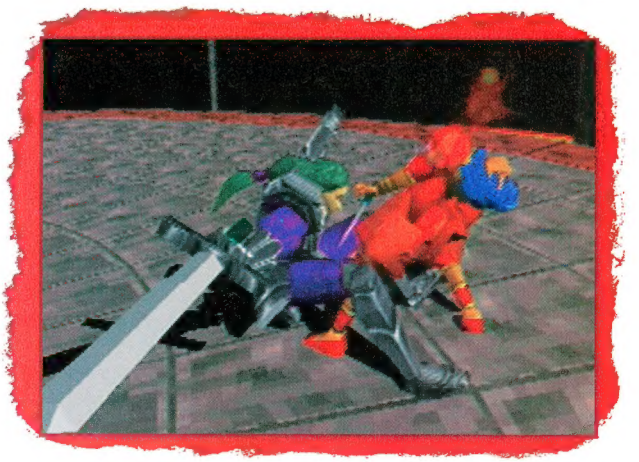
I know I did it!

It's a common excuse used when you've tried, but failed, to perform a special attack. We've been known to look with puzzlement at the controller from time to time, ourselves. But let's face it, the game system and controller usually don't develop a glitch in the middle of the game. If something went wrong, chances are that you're the culprit. Look at the way you hold the control pad and make sure that you're not trying too hard to make the moves. The control pad doesn't require a thumb-blistering amount of pressure. Just make sure your commands are smooth and quick, don't force them out. Relaxed hands on the controller will get you much farther than hands that are stiff and tense.



Duke's Southern Cross isn't as hard as it looks. Trust us.

Whoa nellie!

Take it one step at a time. Don't expect to enter the battle arena like a champion if you haven't played before. Not knowing your limits only makes the game more frustrating for you or, in two-player games, your opponent. (The computer doesn't care; it'll just whip your butt!). Here are three easy steps you can take to learn basic controller commands: Master Eiji first, move on to Sofia, and then Rungo. Stick to each of them until you can execute their special attacks instinctively, then move on to the next. If you take the time to follow our advice, you'll soon be fighting with style and deadly effect.

Eiji... easy as one, two, three!

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Say what?

In the Fighter's Lexicon, you'll find brief explanations of your typical fighting game terminology. They describe the key moments in a fight or the precise control and timing needed to carry out various moves. Familiarizing yourself with these terms and expressions will give you a better feel for the game and help you plan your next move.

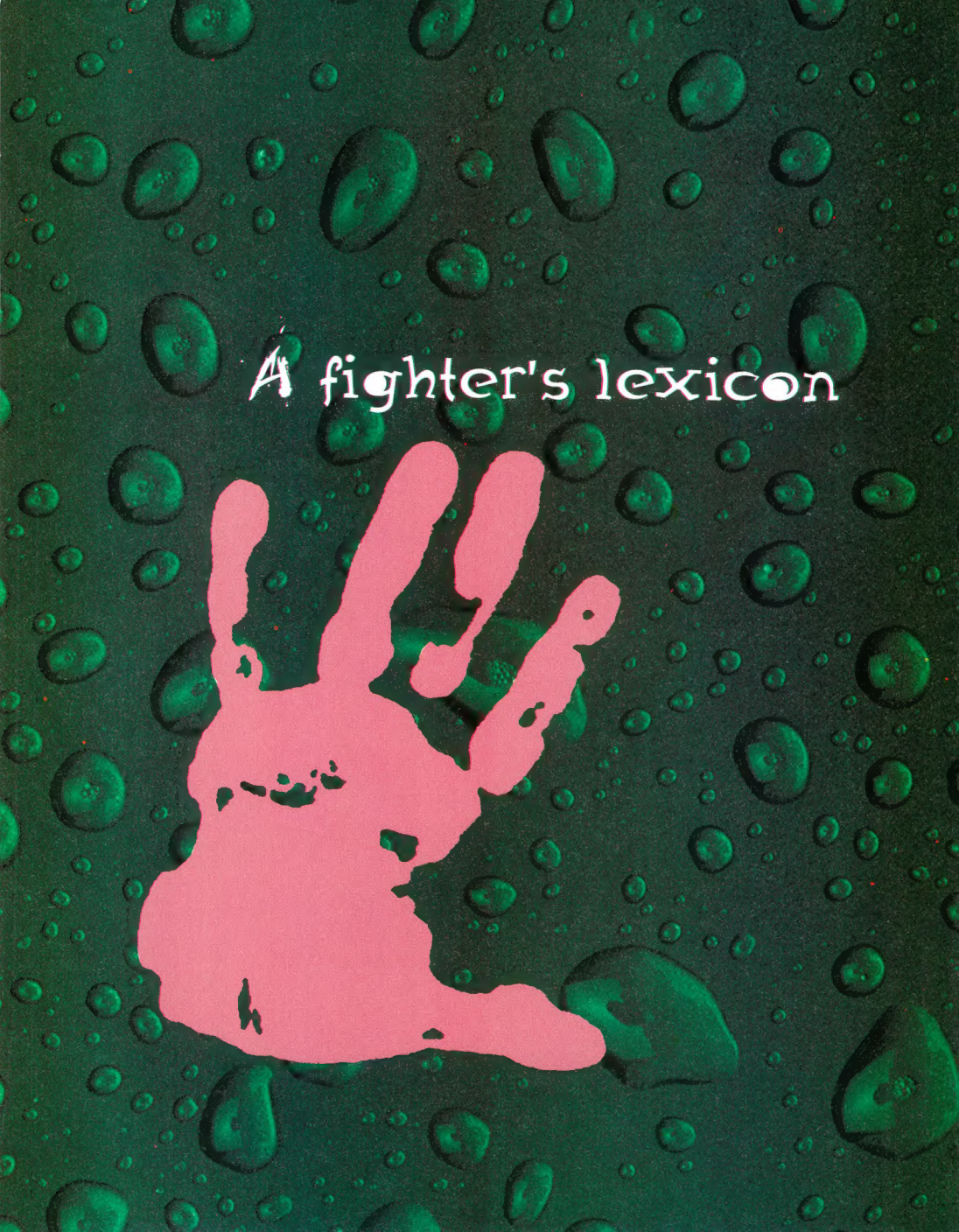
After he curls into the dive, wait for the hole and attack!

Hiee yaa!!

Each character has his or her own chapter. You'll learn sure-fire tactics for battling your way to victory, mastering the timing of major combos, pulling off crucial countermoves, and utilizing down-right cheap strategies to keep you alive. Countermoves introduces you to the most effective ways to take advantage of your opponents' weaknesses. And Secret Codes fills you in on some game design elements and changes between the Japanese and American versions of the game.

One of the more flashy and more dangerous strategies is Ellis's leap of faith.

A fighter's lexicon



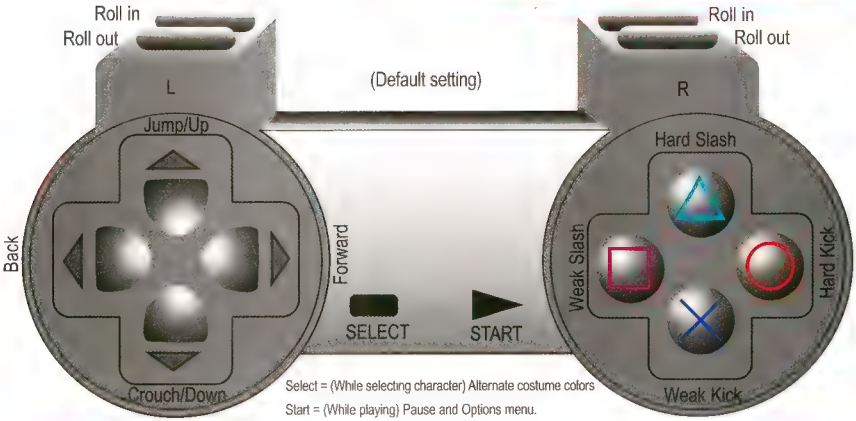
Remember those safety tip trailers that used to run after the old G. I. Joe cartoons? You know, where Snake Eyes or Barbecue would be just at the right place at the right time to help save a group of unsuspecting kids from getting into a potentially bad accident. Wait. Snake Eyes couldn't talk... but you catch my drift. Anyway, at the end of each episode, the kids would feel ashamed that they hadn't recognized the danger they were in. Then the hero would stop, turn to the screen, and say, "Hey! Now you know, and knowing is half the battle."

Well, maybe you don't remember that, but the point is that knowing *is* half of the battle and it could be the half that keeps you alive. Each of the different fighters comes with a unique arsenal of attacks, and you'll need to know the threat they might present while battling you. This book is about helping you to gain the essential strategies that will bring you victory against your opponents. But before we turn to the specifics, we'd all better be speaking the same language—the language of fighting in the digital arena.

In this section, we describe and define the key words and expressions used in this book. If you don't understand some terms or expressions in the later chapters, you can always return here to look them up.

control basics

In the Option Screens, there are many different control settings. If the game is set on easy or very easy, the special moves can be assigned to the top buttons. This is especially useful for beginners or friends who don't know how to play but want to see the moves. It can also be useful for beginners competing against advanced players. There are seven basic settings (A-G) with up to five shift settings for each (1-5).



basic positions

Jump

A neutral move that doesn't change the fighter's position. Used mainly for avoiding projectile attacks or incoming opponents.

Forward Jump

A predictable move that should be used wisely. If challenging opponents can see you coming, they'll knock you out of the air.

Forward

This moves your fighter towards his or her opponent, but also leaves you vulnerable to an attack.

Forward Crouch

Keeps your fighter low, ready to throw low attacks, while giving you the option to counter-attack. This position is best only when plotting a string of attacks.

Crouch

Keeps your fighter low, ready to throw low attacks or roll into a special attack.

Crouch Back

Keeps your fighter in a defensive position, protecting against low-hitting attacks from your opponent.

Back

Causes your fighter to walk away from his or her opponent. If your opponent throws an attack while you are holding Back, your fighter will block.

Jump Back

Springs your fighter away from potential danger. It is also used by some fighters to set up for a special attack as they glide through the air.

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Game basics

Dash forward
Tap F, F

Run forward
Tap F, F & Hold

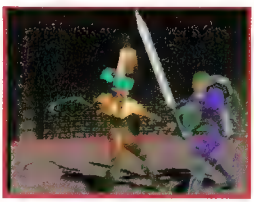
Draw Close attack
When close to opponent
B + Hard Slash or Hard Kick

Manual Kill
Tap D, D

Backstep
Tap B, B

Attacks and Combos

Normal moves vary depending on your distance from your opponent. Attacks are executed differently when you are close to your opponent, striking in short, sharp slashes. Then, as you push your opponent back, the attacks become more extended.



Combos work by interrupting normal attacks with a special move. After a special move is executed, there is a short delay before you can perform another attack. Combos also seem to work best when you link a few basic attacks together and then end with a special move. (For Sofia, for example, jump in with a Hard Slash, then quickly spring into a Weak Kick followed by a Weak Slash, then finish it off with her Aurora Revolution. Nice and savage!)

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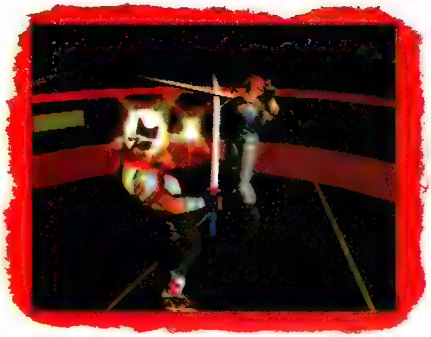
Basic attacks

Slashes

Weak Slash

There are two slash attacks, and this is the faster, but less damaging, of the two. You can chain more than one of these attacks together—great for starting combos, although the damage caused by these attacks is minimal.



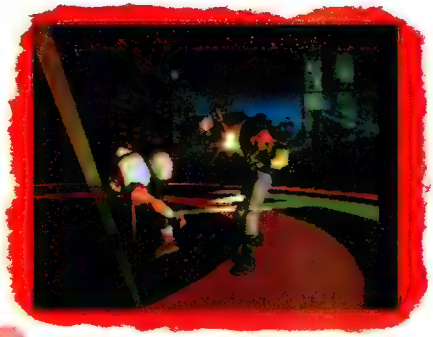
Hard Slash

A slower attack to execute than the Weak Slash, but it carries quite a wallop. It's best to use this attack when performing an aerial attack that finishes up your combo.

Kicks

Weak Kick

A speedy attack that has a good amount of range. Unfortunately, to rack up any serious damage on your opponent, you'll need to score a nice series of hits.



Hard Kick

A crouching Hard Kick will always trip up your opponent, making it a great attack for putting some distance between you and your competition.

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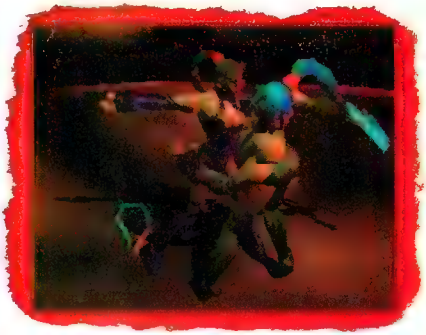
Basic offense

Protect Yourself, Part 1: Blocking

The most important control function for a player is the Block. Although it serves as a defensive strategy against an opponent's attack, it must be done before the attack actually hits to keep you from being hurt. Whether you're a champion fighter or a rookie, you'll need to master the art of blocking.

There are two positions from which you can block—standing or crouching. To defend against aerial or standing attacks you will want to block while standing. If an opponent tries to sweep you with a crouching or sliding attack, then you will want to block while crouching.

There's a time to fight and a time to block.



This doesn't look so bad. In fact, it looks like fun.

Throws and Holds

Each fighter has a Throw or Hold, and they are all performed the same way. A Throw will slam a fighter to the ground and a Hold will result in a grab, ending with a trademark blow. To throw or hold your opponent you need to be right next to them, almost overlapping them, then press Back and Hard Slash simultaneously. These attacks cause substantial damage and can turn an almost doomed situation into sweet relief.

Aerial Attacks

This term is pretty self-explanatory; it means attacking your opponent while in Jump. While most of the battle is fought on the ground, fighters can score surprising hits and combos with an aerial attack. The trick to using aerial attacks effectively is to perform them infrequently. Continuously trying to take to the skies will clue in your opponent and cause him or her to counterattack.

Fo can smack his opponent even if he jumps too far and passes him or her.

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The Hole

Every fighter's attacks have holes in them. We don't mean "hole" as in donut hole, but as in an opening in one's defense. Most of these holes can be found shortly before or after a fighter executes a special attack; but remember, the special attacks of the fighter(s) you choose to play with also have holes in them. To exploit this built-in weakness, you want to bait your opponent into initiating an attack, then come in through the hole when it presents itself. Finding and exploiting these holes is part of what separates the losers from the champions.

Kayin's Flip Kick is an effective move, but Sofia shows how it can be blocked and countered.

Making good use of his weapon abilities, Fo uses his slashing claws as stilts and rushes towards his opponent while in a tight tuck.

Run, Skip, and Retreat

By tapping Forward twice you can make your fighter take a quick step or skip forward, closing in at stealth speed. If you continue to hold Forward after tapping for the second time, you'll cause your fighter to go into a full sprint toward the opponent. Tapping Back twice will do just the opposite, and can quickly take your fighter out of a dangerous position.

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Roll It Up

A truly innovative play mechanic found in *Battle Arena Toshinden* is the Roll feature, which can add new dimensions to the battle. Players can roll both in and out of the screen by using the top controller buttons, or by tapping Down twice on the controller.

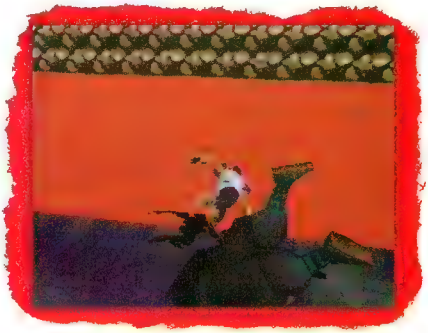
Rungo admires Sofia's agility and nice form.

You'll use this feature most frequently when an opponent is about to attack. From long range you can easily dodge projectile attacks with a Roll instead of a Block, and when you recover you'll still be safe from any other follow-up attack. But there's a better way to utilize the power of the Roll. Wait for the perfect time to strike with a combo, then, before finishing it, roll to either side. If caught unprepared, your opponent might throw an attack that would miss you and once again leave him or her open. As soon as you recover from the Roll, hit 'em with another combo. In *Toshinden* terms this is known as "rolling it up," a feature that will surely be duplicated in other fighting games in the future.

Living On The Edge

Adept fighters can accomplish a victory in two ways. The first one is obvious. You attempt to pummel the crap out of an opponent until his or her energy runs out. The second method requires stealth and a willingness to take some risks. It involves tricking your opponent and getting into a position to push him or her out of the battle area. (Actually there's a third way. You can let time run out when you are ahead—a method we don't like, because it means not fighting all out through the whole match. To us that's not really playing the game, but that's just our HMO.)

Tricking an enemy into a humiliating suicide will take some risky gameplay on your behalf. First, you'll need to back slowly as close to the edge of the arena as possible. Try doing this without making your hidden motive too obvious; if your opponent sees through your ruse, the plan will undoubtedly backfire. Once you get yourself as close to the edge as you can, wait until your opponent initiates an attack, then quickly go into a Roll to get out of the way. Now your positions are reversed—with your opponent on the edge of the precipice. If your opponent refuses to fall over the edge, use a reliable attack with enough force to push him or her over the edge.



Winning by using the ring-out strategy—a risk worth taking?

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How Do You String or Chain an Attack?

To string attacks together, you need to learn which sequence of attacks can be used in a combo, and how to perform them in sequence. Strings or chains of attacks most often start with one or two weak attacks followed by a hard or special attack. A true master of the game will memorize several of these to use throughout a fight.

To master the laws of timing of each attack, you'll need to experiment. To test out a combo, have a friend try to block the string of attacks after you land with the first hit. If he or she can't stop the barrage of attacks, you've got yourself an effective combo. Even if an opponent blocks part of the combo, go completely through with it anyway. You'll be able to push them back a bit as well as inflict some damage.

For even more damaging and effective combos, you'll want to learn how to incorporate special attacks. These attacks inflict multiple hits on their own, and are more damaging than ordinary attacks. Be careful not to use a particular string of attacks too often; your opponent is sure to spot the holes and exploit them if you're too predictable.

Stringing or chaining an attack means to perform a combo.

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Defensive basics

Protect yourself: Part 2

High Attacks

If you can't execute an uppercut attack in time, press Back to block the hit.

Although you can block most standing attacks in the crouched position, you can't block them all. Standing will ensure a solid defense.

Low Attacks

Block these by staying in the defensive Crouch position.

Special Attacks

Even if you block a special attack, whether it's high or low, you'll still suffer some damage.

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Who's Got the Bigger Weapon?

The following table represents the range and strength of each fighter's normal Weak Slash attack. It does not in any way represent the overall range and strength of individual fighters. Mondo, for example, has special attacks that outreach every other fighter. And if you check out the stats, you'll notice just because a fighter has superior weapon range doesn't mean his or her attack has superior weapon strength. *Note also:* Having longer attack range doesn't necessarily make a superior fighter; it still depends on the player.

Fighter	Weapon	Range	Strength (1>5)
Sofia	Bullwhip	Long	5
Duke	Bernier Ventcour	Long	5
Rungo	Mace	Long	3
Gaia	Armor Bastard	Long	3
Eiji	Bakko Sword	Medium	5
Kayin	Claymore Saber	Medium	5
Sho	Samurai Sword	Medium	4
Mondo	Seiryu Spear	Short	3
Fo	Iron Claws	Short	2
Ellis	Birks	Short	1

Sofia takes the first place with her favorite toy, the bullwhip. In second, Duke takes the honors with his two-handed sword, followed closely by Rungo and Gaia. Tied for the fifth place are Eiji, Kayin, and Sho, all bearing similar weapons. Mondo edges out Fo and Fo outdoes Ellis.

Learn the ranges of each of the fighters' attacks and special attacks. Each move can only strike so far; you can execute a counterattack once you've learned your opponent's range. Remember that for every attack there is a counterattack.

Use it if you've got it.

Which Side Are You On?

During a fight, the camera will constantly change angles, and sometimes you'll be in front, other times in back. Don't worry about the viewpoint of the camera, but pay close attention to the midline of the screen. Imagine a vertical line running right through the center of the screen. If your character is on the left of the line, you'll know you need to protect yourself from the right. If you're on the right side of the line, you'll need to block left.

Although it is a visually stunning camera perspective, this view can be confusing.

In some cases, your opponent may attack and cause the screen to switch around. You may have to start to block in one direction, then switch as the screen rotates. In some cases, the screen may rotate until a fighter's back is toward the screen. In this case, you may find it hard to tell which side you're on. Just remember, you'll always be on the left or the right. You never need to press Up or Down to block; it's always Forward or Back.

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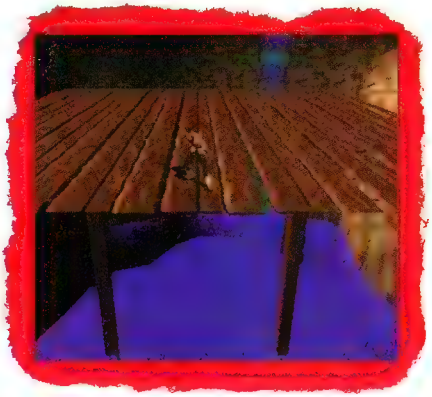
Eiji shinjo
burning soul
Height: 5 ft 8 in/175 cm
Weight: 140 lbs/63 kg
Age: 21
Blood Type: A
Nationality: Japanese
Weapon Type: Nihontoh

Eiji's a young warrior who totes a long, thin samurai sword called a Nihontoh that has a modest attack range. He wears a white headband, possibly to keep his spiky hair out of his face, and enters the battle holding his sword out in front of him, taunting his opponent just before the fight.

Eiji is a young and confident fighter.

Eiji trains high in the snow-capped mountains on a large wooden platform constructed above a lake. The immediate backdrop is a canyon-type rock formation with a small grove of trees and twin waterfalls running into the lake below.



It's still a long fall, but at least you'll land in water.

Eiji is one of the more basic fighters, meaning he doesn't need as many button commands to execute a move or a series of moves. Because of this, we recommend you master him first, then use his techniques as a basis for mastery of the other fighters.

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Eiji's arsenal of attacks

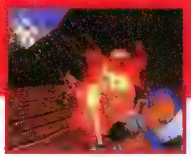
Eiji draws energy from his sword and literally throws it out at his opponent. This attack is perfect for long range hits, but takes a little time to execute, so be sure to be clear of any counterattack an opponent might retaliate with.

With this attack, Eiji can jump away from an opponent's attack, then roll into the move. The trick to striking an opponent with full force is to perform the move while Eiji is still traveling upward in his jump. If you wait too long, the attack will fall short and you will be vulnerable to a counterattack.

To stop would-be aerial or rushing attacks, Eiji leaps upward while spinning and uses his sword to create a blender-type uppercut. If you execute this attack with the Hard Slash, he rushes his opponent before going into his uppercut.

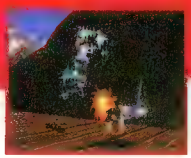
Eiji's simplest move to execute also happens to be his most effective. While most of the other basic attacks require precise commands and timing, this move is instantaneous. Use it to stop your opponent's chain of attacks.

Super Special Attack



Eiji can perform this monster attack at any point during the fight, but doesn't learn about it until he defeats Sho.

Ultra Desperation Attack



When executing this attack, Eiji leans back while a small cluster of stars begin to form, then he lunges toward his opponent, attacking in a blind fury. He uses a combination of sword slashes and kicks before finishing off with a deadly Hishouzan.

Eiji's strategies ...

...vs. Eiji, Kayin, and Sho

When fighting against your alter-ego, be on guard for the same attacks that you might use on him. Expect a Ryuseikyaku every time he jumps and you don't get duped into taking a hit. Instead, you can block the move, leaving you with an open opportunity to counterattack.

Eiji's Ryuseikyaku is the perfect move to block and counterattack with a big combo

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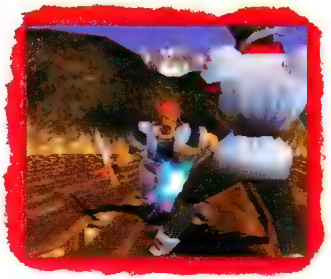


Don't let Kayin bully you with his Deadly Rays

Kayin has about the same array of attacks as Eiji, but packs a bit more umph! The attack to look out for is his Leg Crush which strikes extremely fast. You have to block this attack while standing, otherwise you'll take the hit. Try to keep him at a distance and keep the pressure on, but if he moves in close, stay in a defensive stance until he makes a mistake, then retaliate.

The grand poohba, Sho, has all the attacks of both Eiji and Kayin, but the most significant of them is the Double Rekkuzan. Where Eiji and Kayin only throw one projectile at a time, Sho launches two. Where normally you could jump over a Fireball attack, Sho's Double Fireball makes this strategy difficult to accomplish. Likewise, you won't want to counterattack the move. You might be able to cancel out the first projectile with one of your own, but most likely you'll take the full hit from the second projectile. You'll take less damage if you just block in this case.

Your normal attacks will prove to be your most effective

Sofia will use an assortment of kick attacks to throw you off, avoid them by attacking her with aerial assaults

...vs. Sofia

Although Sofia has a great variety of attacks with her whip, one attack she doesn't have is an uppercut. This leaves ample room for any kind of aerial attack. Try to watch her play style and exploit her vulnerability any time she lashes a Thunder Ring at you. When fighting toe-to-toe, keep your string of attacks simple—if you miss a hit, she can counter with a devastating barrage of whip attacks. You don't even have to incorporate any special attacks. The point is just to keep her back and down.

...vs. Rungo

It doesn't take much for Rungo to end a match. His huge, mallet-type club can bat you around with the greatest of ease. Fortunately for you, most of his attacks take a few moments to strike. Stay alert and you'll have a good chance of stopping his attacks before he can complete them. Roll out of the way of his Fire Wave instead of trying to block or jump the hit. This is a less risky maneuver and a sure way to avoid the attack. His Batter Up attack hits multiple times and you'll want to block it from a crouching position.

Rungo's most lethal attack is his Batter Up. Be sure to block it

Keep your game low. Attack low, and defend low.

...vs. Fo

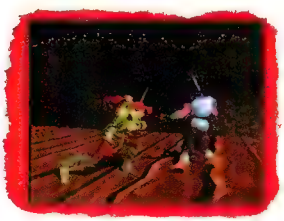
Fo's the shortest of all the fighters, so you may want to prepare specially for an encounter with him. For instance, you'll need to practice blocking in the crouch position at all times. Fo's Mystic Sphere has an incredible range and can even hit you after you roll out of the way. Be careful performing aerial attacks, because Fo has a quick Pagoda Kick that can strike you down before your attack can connect. Also, don't waste your time throwing Rekkuzans; Fo can crouch under them unharmed. Instead use your kick attacks, followed up by some longer-reaching sword swipes.

...vs. Mondo

With his long spear, Mondo can fight just as well in close as from long range. The safest approach to defeating Mondo is to counterattack any attack he tries to unleash on you. His Shippu Tsuki can be thrown high or low. If you can't move out of the way quick enough, block appropriately. If you don't block, Mondo will take a good-sized chunk out of you. One advantage you have against Mondo is your projectile attack. Mondo needs to be in midair to execute his projectile move, making it tough to fire accurately. Just create some distance, then start tossing Rekkuzan attacks to chip away at him slowly.

Mondo will really put the pressure on. Don't be taunted into making foolish mistakes.

Rely on your primal instincts to defeat Duke.



...vs. Duke

Eiji might think he's hot stuff with his neat samurai sword, but Duke can tear him apart with his broad two-handed sword. An easy trick to defeating him is to play the backfield and throw Rekkuzans from a safe distance. Look out for his Southern Cross; it will slice through the toughest defense. Once you've blocked it, let loose with a nasty combo. Because Duke can't control his forward momentum during an attack, he's easy prey for a ring out.

...vs. Ellis

Despite her petite physique, Ellis can dish it out with the best of them. In fact, she has the highest number of multihit attacks of all the fighters, which makes her a deadly weapon at close range. Most of these multihit attacks are just normal attacks which strike one after another. Don't try counterattacking these attacks; it's too risky. Just wait until she goes into a Flaming Cresent and retaliate with a solid combo. Ellis doesn't have a projectile attack, so you've got an advantage if you can put some distance between you and her.

Remember Ellis uses aerial attacks when she falls behind.

Gaia will be constantly in your face, block and you can control the damage.

...vs. Gaia

You won't stand a chance against Gaia from long range. He can stand at a distance and use his devastating arsenal of attacks to waste you. The trick to defeating Gaia is using your roll. Wait for him to initiate an attack—usually with his Super Sting—then, as he goes through the motions, dodge in either direction and counterattack with a mastered combo. Be careful when attempting any big combos against Gaia; any mishap and he'll show you just why he's your last challenge.

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Kayin amoh
scottish highlander
Height: 5 ft 9 in/178 cm
Weight: 141 lbs/64 kg
Age: 22
Blood Type: AB
Nationality: Irish
Weapon Type: Claymore

Kayins' fighting style is almost identical to Eiji's, though Kayin is a bit more fiery in battle. He carries his Claymore sword with a sense of confidence. His flashy clothes reflect his fighting style, and just before a battle, he taunts his opponent for entering the ring with him.

Kayin has the skills needed to become champion.

Searchlights shine from far below and help illuminate the rooftop where Kayin chooses to duel against the glittering New York skyline with the Brooklyn Bridge in the far back. Two video screens display the current fight. A message appears on the screens when you pause the fight.

Too bad those nifty video screens don't show the loser falling to the concrete below.

The most noticeable differences in Kayin's fighting style are his Deadly Rays attack, which lunges outward, and his Leg Crush attack, which can be done both on the ground and in the air. These attacks give Kayin a slight edge over Eiji, but, as always, a fighter's ultimate performance depends on the player.

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Kayin's arsenal of attacks

With a broad slashing motion, Kayin releases a fiery ball of energy from his sword. This attack is perfect for long range hits, but takes a little time to execute; so be sure you're not vulnerable to a counterattack when executing this move.

More of a flip kick than a split kick, this move provides the same amount of attack range and is perfect for stopping aerial attacks. It also works great as you're coming down from a jump. Use this move to keep yourself airborne for a bit longer, avoiding possible retaliation from your opponent.

An uppercut move that is perfect for pushing your opponent back and away. The sweet thing about this move is that you can hit your opponent even if he or she tries to jump back and away from the attack. Eiji, for example, would miss in this situation, and possibly take a counterhit in return.

Performed in the same way as the move above, this attack strikes without warning. It has about the same range as Kayin's Weak Slash Deadly Rays, but hits without delay. Use this attack to knock up-close opponents down, back, and away.

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Super Special Attack

F, DF, D, DB, B, F, B + (Weak Kick & Hard Kick)

Kayin can perform this monster attack at any point during the fight, but doesn't learn about it until after he defeats Sho.

Ultra Desperation Attack

F, DF, D, DB, B, DB, D, DF, F + Hard Slash

When executing this attack, Kayin leans back while a small cluster of stars begin to form around him. Quickly, he rushes toward his opponent with his sword, then mixes a few sword slashes and kick attacks. After some ten hits, Kayin finishes off his attack with a fatal Deadly Rays attack.

Kayin's strategies

Since Kayin and Eiji use the same fighting tactics, refer to Eiji's Chapter to find game-winning strategies for defeating computer opponents.

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Sofia
secret agent/dominatrix

Height: 5 ft 7in/172.5 cm
Weight: 111 lbs/50 kg
Age: 24
Blood Type: A
Nationality: Russian
Weapon Type: Bullwhip

This leather-clad vixen whips up a mean fight. She obviously has nothing to hide, and doesn't let the fact that she's all woman handicap her. With the first crack of her trusty whip you can tell she wants to be the fighter in control. In fact, at the beginning of each fight, she invites her opponent to come closer with a simple finger gesture.

Sofia must have ankles of steel, being able to fight with stiletto heels on.

Sofia resides inside a giant dome covered with the scribblings of some ancient civilization. At each end of the dome is an opening that displays a valley of trees silhouetted against a sunset sky.

Who knows what else lies at the bottom of Sofia's fighting quarters?

Sofia's special attacks include a new technique that requires mastery of a new set of controller commands. Learning this technique will help you later on, when you try to master even more difficult attacks. Once you've defeated Sofia, you'll be ready to master the last type of fighting techniques, which include directional taps. You'll notice that Sofia doesn't have any special kick attacks, but she's got some other ways to get her opponents.

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Sofia's arsenal of attacks

With a flick of her wrist, Sofia performs an underhanded whip crack that manifests a surging energy ring. This is a perfect long-range attack that can catch unsuspecting victims from any distance. The only occasion you might not want to use this attack is from close range, because it takes some time to execute.

This move is exactly like the Upright Aurora, but the hard attack has better range and strikes the opponent harder. Sofia leans forward and extends one of her legs while going into her pirouette. But be careful using this attack when in the outer part of the ring. A miscalculated attack can send her over the edge... literally.

A ballet dancer she's not, but Sofia certainly mocks the traditional pirouette with her own rendition. With the Weak Slash attack, she stands upright while twirling about her opponent. She swings her whip close to her side, so she needs to be next to her opponent to be able to connect with this move.

This is probably Sofia's favorite attack. She plants her feet squarely and raps her whip out in front of her. This attack can strike up to four or five times and can level an opponent if they're close enough. The Rattlesnake is a perfect way to end a combo, delivering multiple hits without any extra effort.

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Super Special Attack

DF, D, DB, D, DF, B, F, D + (Hard Slash & Hard Kick)

Sofia can perform this monster attack at any point during the fight, but doesn't learn about it until she defeats Sho.

Ultra Desperation Attack

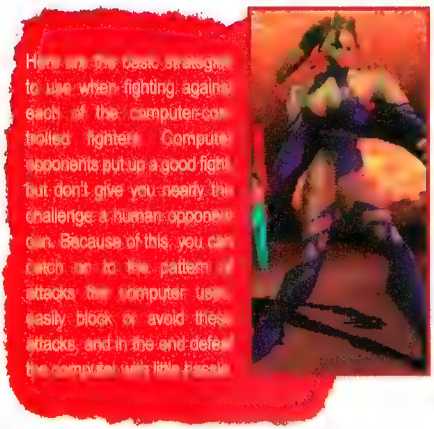
F, B, F, B + Hard Slash

Sofia gets tired of her opponent's disrespect for her, and demands that they call her queen as she spins upward into an aerial pirouette. A dense shower of stars surrounds her as she descends towards her opponent. After striking down her feeble opponent, she returns to the ground with her opponent right where she likes him—at her feet.

Sofia's strategies . . .

. . . vs. Eiji, Kayin, and Sho

Keep your guard up while Eiji attacks with his Slash moves.



Here are the basic strategies to use when fighting against each of the computer-controlled fighters. Computer opponents put up a good fight but don't give you nearly the challenge a human opponent can. Because of this, you can catch on to the pattern of attacks the computer uses, easily block or avoid their attacks, and in the end defeat the computer with little hassle.

Sofia needs to be very careful when attempting to jump in with an aerial attack—chances are she'll be batted down with an uppercut. She's most effective in a close battle, but with the help of her whip she's also able to strike from a longer range than any of her opponents. Use a simple Weak Slash attack to cancel out any of your opponent's projectile attacks. If you're quick, the whip will strike before he or she has a chance to complete the attack.

Kayin knocks you down with a Leg Crush, get ready to throw a crouching Hard Kick as you recover!

Sho has a lot of moves to counter with, but none to get through the roll.

Since Sofia doesn't have an uppercut-type attack, she'll have to block any aerial attacks. Be sure to go into the Block position whenever your opponent takes to the sky. If they try to score a hit, you'll block it and have a perfect opportunity to counterattack with a mean combo.

Sho prefers to attack from long range, letting his Double Rekkuzan attack do all of the damage. Dodge as many attacks as you can until you get near him. Once you do, continue to block any attack he might use until you find a hole. Then let loose with a string of attacks that will push him back. Try using two weak attacks, then switch to a crouching Hard Slash.

...vs. Sofia

Sofia really doesn't care who she's punishing, as long as she's in control. So don't look for any leeway. Her arsenal of attacks doesn't pose much of a threat, as long as you remember to block, but her Aurora Revolution attack can be tricky. Be careful when blocking from close range; once she spins into this attack, she can strike you from behind as she passes. If you're just far enough away to step back without taking the initial hit, do it. Otherwise just block and hope the screen doesn't rotate around causing her to hit you from behind.

Sofia's strongest attack is the Rattlesnake, which can cause definite damage, blocked or not

Throw a Thunder Ring as Rungo recovers from an attack. There's a good chance you'll get him again as he's getting to his feet.

...vs. Rungo

Successfully blocking Rungo's attacks will put a strain on your energy reserves. Since his attacks also cause greater damage than yours, you will need to work double-time with your sequence of attacks. Any time he can get some distance between you and him, he'll swing into his Fire Wave attack. You will need to be ready for any such occasions and block in the crouching position. If you're standing and blocking, the attack will still hit.

...vs. Fo

Fo is another fighter whose special attacks can do significant harm, even when blocked. His explosive Travelling Sphere attack is a prime example. Lucky for you, though, he doesn't have an uppercut move, so springing in with an aerial attack can prove effective. Fo is the smallest fighter in the tournament and trying to pick him off from long range is a dubious strategy. Let him initiate an attack and wait for him to go into a slide or strong hit. Once you've blocked the attack, retaliate with a chain of low striking attacks.

Be careful throwing Thunder Rings at Fo– he can dive under them unharmed.

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. . . vs. Mondo

With the biggest stick in the league, Mondo doesn't take too kindly to Sofia and her long-range bullwhip. A normal attack of his spear doesn't stretch very far, but he has two special attacks that can cause the spear to strike at twice the usual distance. These are powerful attacks, but they don't protect him from an aerial assault. So instead of blocking these attacks, counter them with a leaping maneuver. Mondo has a projectile attack, but can only discharge it from midair. This gives you a great advantage when you've got a large space between you and him.

Don't just attack indiscriminately. Mondo will catch you with his spear.

If Duke knocks you down before finishing his Southern Cross, chances are you'll be able to recover and counterattack.

. . . vs. Duke

Duke doesn't pose too great a threat to Sofia. His impatient style forces him to initiate the battle. He'll usually charge at you with his Southern Cross attack, hoping to catch you off guard. As long as you block the first hit you can ride out the rest of the attack. When he finishes, you'll have the opening you need to smack him down. He doesn't have a projectile attack, so he doesn't pose any sort of danger from long range. You could try keeping him back with your range attacks, but he'll probably dodge his way around them. Duke's weapon range is frighteningly close to Sofia's, so be extra alert as he closes in, and keep him back with a snap of your whip, if you can.

If Ellis goes into her knee slide, you'll know she's going to follow it up with a standing kick. Set up a combo when she becomes open.

...vs. Ellis

Ellis lies at the opposite end of the scale from Sofia. This bubbly and extremely agile fighter would appear to be at her greatest disadvantage against Sofia. After all, Ellis has the shortest attack range of all fighters while Sofia has the longest. But don't let that fact lure you into a false sense of security. Ellis is very light on her feet and can move in for an attack, strike, and retreat all before you have a chance to block. Try leading her to the ring's perimeter, then roll away from the edge pushing her to her doom.

...vs. Gaia

Gaia doesn't allow much room for mistakes, so don't throw any haphazard attacks. Unplanned attacks play right into his game, and using too many special attacks will have you falling short as well. Stick with a solid string of normal attacks that can either knock him down or further back. At face-to-face range, try to end a combo with a crouching Hard Kick. If he's a little farther away, end combos with a crouching Hard Slash. Try to stay away from the perimeters of the ring; chances are you'll be the one hurling over the edge rather than him.

If you miss with your Aurora Revolution, Gaia will gear up for a Super Sting.

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Rungo iron
miner

Height: 6 ft 4in/196 cm
Weight: 204 lbs/92.6 kg
Age: 30
Blood Type: A
Nationality: North American
Weapon Type: Mace

A fighter whose bone and muscle structure is a weapon in itself, Rungo chooses to equip himself with the weapon that suits him best—the medieval Mace. This giant mallet-type extension helps him express his enormous power. His boldness is obvious, for at the start of each battle, he kneels to the ground and prays for his opponent.

Rungo counts on his herculean strength and keen survival instincts to achieve victory.

Rungo practices atop a large stone plateau, wrapped inside a blue cirrus cloud sky, which probably explains his sharp tan and short hair style. The only other immediate surrounding is a large sand dune next to the battle arena.

Small craters surround the natural battle arena.

Rungo introduces you to the last controller command technique used in *Toshinden*—the Directional Tap. To use it successfully, just remember that you only need to tap the direction, not hold it. Taking a spin off the normal type of uppercut, Rungo uses a kick to execute his. Don't let his size fool you into thinking he's slow—almost all of his attacks can strike just as quickly as yours.

Rungo's arsenal of attacks

More of an exploding shock wave than a projectile, the Fire Wave occurs when Rungo bashes his Mace as hard as he can. The resulting attack will catch most opponents in the legs since they will generally be standing in the blocking position. It is not effective against opponents who are blocking from the crouched position, and, of course, an opponent will have no problem jumping over the Fire Wave if he or she sees it coming in time.

A twist on the Fire Wave attack above, this move causes an explosive, protective wall to erupt in front of Rungo. The game designers must have seen major opportunities for a counterattack with the Fire Wave. That's why they gave Rungo this other projectile option. Once you use the Fire Wave in your sequence of attacks more than a few times, your opponent will get wise to it and jump over the attack in hopes of scoring his or her own. If used sporadically in your routine, this attack will confuse your opponents, making them hesitate when planning their own moves.

With no need to use his weapon, Rungo propels himself with a ground-lifting squat. This is another tactic he can use to deter any opponent trying to attack from the air. Use it wisely, since the Power Thrust has only a minimal attack range. Your best bet is to save it for countering aerial attacks.

This multiattack, multihit move will ground any opponent. Rungo begins his fury with a shoulder charge, then winds into a two-handed monster Mace swing. If you use this attack to wrap up your combos, you will not only tack on extra hits, but also inflict about the same damage as a series of normal hits. For obvious reasons, opponents won't see too many of these attacks.

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Super Special Attack

JF, J, JB, B, DB, F, B, D + (Hard Slash & Hard Kick)

Rungo can perform this monster attack at any point during the fight, but doesn't learn about it until he defeats Sho.

Ultra Desperation Attack

B, DB, D, DF, F, DF, D, DB, B + Hard Slash

Fed up with playing child's games, Rungo reaches way back to crash his Mace to the ground. The violent, erupting shock wave not only breaks a fiery wave out at the opponent, it also strings the attack upwards, trapping anything in between.

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Rungo's strategies . . .

The computer opponent puts up a good fight, but doesn't give you nearly the challenge a human opponent can. Because of this, you can watch the pattern of attacks the computer uses, easily block or avoid them, and in the end defeat the computer with little hassle. Here are the basic strategies to use when fighting against each of the computer-controlled fighters.

. . . vs. Eiji, Kayin, and Sho

Duffle Eiji and his Rekkuzan attack, until you finally force him to block or jump at you.

Rungo edges all three of these fighters in striking range, so use it to your advantage. Don't let up your sequence of attacks until you've pushed them too far to hit. This will force your opponents to jump in with an attack, or use one of their special moves. Whatever they choose to do, you can block them and score an easy counterattack.

Use a weak Fire Wave followed by a Rather Quick Throw right after Kayin's defense.

Watch out for their uppercut attacks, which have more striking range than yours and strike faster than you can block. Wail on them with your Fire Wave any time you are at a far enough distance from them to keep them moving and unstable. Watch for the attack, then instinctively roll out of danger. As soon as you come to your feet, nail your opponent with a patented combo. Your attacks are so powerful, it doesn't matter whether your combo consists of normal moves or not.

Sho likes to strike from all angles, so you'll want to expect the unexpected. Against him you're actually at greater risk while at long range. He'll continuously fire his Double Rekkuzan attack. If you can get away fast enough, strike with a counterattack.

Sho likes a little bit of time to complete his Double Rekkuzan attack. If you can get away fast enough, strike with a counterattack.

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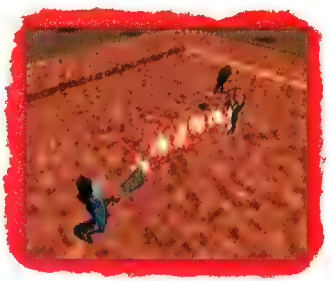
Sofia will try to creep in and initiate a string of slash attacks. Keep her at a distance with your Fire Wave attack.

. . . vs. Sofia

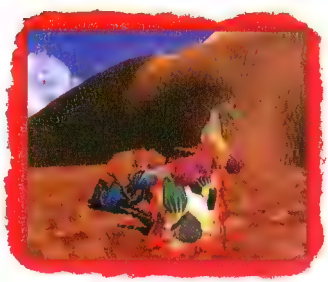
Don't take her brittle physique for granted; her speed and variety of attacks make her more than a challenge. Unfortunately, your kick attacks will be too slow to be of any offensive help, unless you use a crouching kick attack. Her Rattlesnake and Aurora Revolution attack will push you too far to mount a counterattack, but her Thunder Ring can easily be blocked and countered. Be careful when throwing blind shots—Sofia will normally dodge them by rolling out of the way. If you throw too many attacks, she can avoid them and have an open shot at you.

. . . vs. Rungo

In this battle of pure brute and brawn, the outcome will be determined by pure brain power. As you know, Rungo's special moves have huge holes in them, leaving more than enough time to score a big-time combo. Of course, this goes both ways. If you execute any haphazard moves, he will block or dodge the hit and counterattack with his own. Use a simple Weak Slash to knock him out of any standing kick attack he might use on you, then, when you have him down, throw a perfectly timed Fire Wave to score a free hit.



From a far enough distance, you can keep Rungo permanently back with your Fire Wave



Fo can counter your Fire Wave attack with ease. Fortunately for you, he rarely does.

. . . vs. Fo

Since Fo is much smaller than Rungo, his hits tend to strike either in the torso or the legs. So you'll want to keep your guard up, but in the crouched position. Fo will try to keep the fight within his range of attack and strike a few lethal blows. Keeping him back is easy, though—by swinging a few crouching Weak Slashes, you will cause Fo to jump or slide around. Once you've got a good amount of space between you and him, keep the pressure on by attacking him with a series of Fire Waves. If he comes at you with his Traveling Sphere, just block it, then set up for a combo as he lands.

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. . . vs. Mondo

Mondo is a fighter against whom you will need to play very patiently. If you try to force your way past him, he'll eat you up. Don't try to counterattack his Shippu Tsuki; chances are you'll miss and he'll come back with a guaranteed hit. His Goriki Fujin attack, by contrast, is easily countered—the moment he comes out of the attack, you can spring a huge combo and push him back. Since your kick attacks take some time to strike, you might want to stick with slash attacks. You can string more hits and cause more damage with them. Mondo also has an uppercut attack, but, when computer-controlled, he doesn't use it very effectively, but only executes it sporadically during the match.

Aerial attacks are a bit risky, but Mondo usually leaves himself open.

When too close to Duke, don't throw Fire Waves. He'll slash you each time with his sword.

. . . vs. Duke

You'll need to be careful fighting Duke from long range since his sword outreaches your club. He'll continue to execute combos until he's hit you so many times, his sword can't hit you anymore. Then he'll usually charge at you and get himself ready to do it again. Drop in with a string of aerial attacks to wear him down, then stick to the ground. Don't try to counterattack his Southern Cross; you'll just get caught up in it. Instead, block it, then fire back with your own set of attacks.

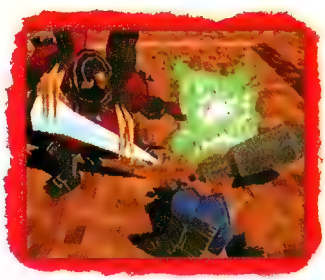
...vs. Ellis

Keep Ellis at a distance. If she gets too close, she'll run circles around you.

Ellis is a small target and can be tough to corral from close range. Try pulling back from the fight, putting ample space between you and her. Once you're back far enough, attack her with an onslaught of Fire Waves. Prepare to block if she manages to work her way in close. Almost all of her attacks strike twice as fast as yours, making it more essential that you block instead of trying to retaliate. The only attacks you should try to counter are her Flaming Cresent and her standing Hard Slash attack. Since she is short, stick with low attacks.

...vs. Gaia

Avoid trying to execute any sort of combo; your attacks take too long to strike. Gaia will read right through your feeble attempt at an attack and do a real number on you. Wait for him to initiate an attack, then roll out of the way. After you've recovered from the roll, bat him down with a chain of normal attacks. It's safe to block his special attacks, but once he's completed them, Gaia doesn't leave a hole for a counterattack. In this case, it's best just to roll out of the way.



When Gaia goes for the Devil Fist attack, roll out of the way quickly. You'll recover just in time to nail him with a combo.

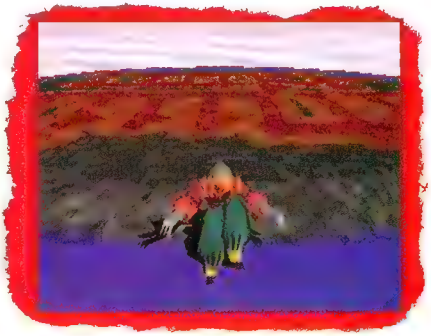
Fo-fai
magician

Height: 5 ft/154 cm
Weight: 106 lbs/48 kg
Age: 106
Blood Type: AB
Nationality: Chinese
Weapon Type: Iron Claws

Fo is without doubt the most graceful warrior in the entire tournament. He expresses his effortless fighting skills through a set of Iron Claws attached to his hands. The three-pronged claws slightly extend each time he stands motionless, as if he were plotting his next attack. Just before he enters a battle, he poses in a fighting stance, letting his opponents get a good look at the claws before he dices them with the talons.

Fo reminds us of a venerable grandmaster from an old Jackie Chan film.

Some warriors have been known to go through extreme cases of vertigo while trying to fight in Fo's lair. From a bird's-eye view, you can read a series of Kanji characters—if you can read Japanese, that is. Circling violently below the battle arena, winds whip the overcast skies into a giant wind tunnel.



Don't let the beautiful backdrop distract you. You could quickly become part of it.

Fo doesn't have the weapon-range advantage that the rest of the warriors have; but then again he doesn't need it. He has a total of three projectile attacks and each serves a specific function. He doesn't have an uppercut attack, but his Pagoda Kick is a more than fitting replacement. All of Fo's attacks and combos are flashy visual examples of his astounding virtuosity, leaving would-be opponents in utter disbelief. If you want to impress an audience, Fo is your kind of fighter.

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Fo's arsenal of attacks

Opponents around the world who have competed against Fo will never forget his fireball attack. The enormous ball of energy can engulf an entire attacker, repeatedly striking and ultimately throwing that fighter to the ground.

Psyche your opponents into throwing an attack, but stay just out of their attack range. As soon as they start to execute an attack, dive in at them. This attack will always knock down an opponent, giving you time to recover or plan your strategy.

Experienced opponents can keep a safe distance from Fo while still being able to attack him. With this attack, Fo can extend his claw more than twice its normal attack range.

This is a quick-striking, flying forward kick that can knock down attackers both on the ground and in the air. When used in combination with the Hard Kick, this attack is a great retreating defense as well, allowing Fo to escape quickly from a tight situation.

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His second approach to executing this huge energy explosion is his Travelling Sphere attack. Fo jumps into the air and summons an energy ball, scooting it forward with a claw walk. If you haven't figured it out already, this attack will eat right through an opponent's projectile attack and continue right on through them.

This attack makes Fo the only fighter who is able to jump and not be vulnerable to attack. Fo can perform the attack up to nine times at any time while he's in the air, protecting himself and causing considerable damage to anything below or around him.

These two moves are essentially the same. Fo can perform both of these monster attacks at any point during the fight, but doesn't learn about the second of the two until he defeats Sho. The other method is just another way to accomplish the same attack.

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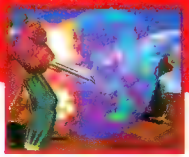
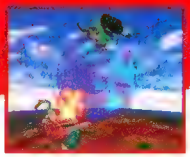
Ultra Desperation Attack

- B, DB, D, DF, F, B + Hard Slash





Like a drunken monkey, Fo twirls around his opponent, dousing him or her with Mystic Spheres. After every ball of energy, he spins, giving his victim no chance to block. If his opponent can withstand the first four blasts, Fo usually puts him or her to rest with a final explosion from above.

Fo's strategies . . .

The computer opponent puts up a good fight, but doesn't give you nearly the challenge a human opponent can. Because of this, you can learn the pattern of attacks the computer uses, easily block or avoid them, and in the end defeat the computer with little hassle. Here are the basic strategies to use when fighting against each of the computer-controlled fighters.

This is the perfect time to counterattack with a monster combo.

. . . vs. Eiji, Kayin, and Sho

Lucky for you, Eiji will keep the fight within close range. By using Weak Slash attacks, you can keep constant pressure on him, but if you use a Weak Kick you can hit and simultaneously place a bit more distance between you and your opponent. A good strategy to use against Eiji is to wait until he's about to attack, then counter with a string of weak attacks followed by a Traveling Sphere, before he can complete his move.

By all means, keep the fight on the ground. The only time you might want to go airborne is after an opponent tries to get you with an uppercut. Your Sphere Burst can keep your opponent away, but if you miss, you'll be ground meat. So instead of jumping—and to keep your game fresh—use the Roll. It's less predictable and leaves you less vulnerable to a counterattack.

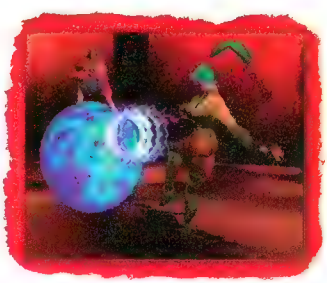
Fo doesn't have much attack range, so make sure you find a hole before throwing any attacks.

If Sho tries to counterattack and misses, spring into an instant combo.

Sho will abuse his fireball abilities to the limit, making it tough to face him head-on. So you'll really need to play smart to beat him. If he tries nailing you with a fireball, slide underneath it instead of blocking it and follow up with a nice counterattack. You'll want to avoid the edge of the arena at all costs, but if he corners you, don't panic. Keep your defenses up until you see a special attack coming. Regardless of the attack, it will take him a long time to recover from his move, giving you the chance to throw him over the edge with a single blow.

. . . vs. Sofia

Fo really wants a piece of Sofia, and he's out to prove it! Sofia of course is flattered, and finds it amusing but won't dare give him the satisfaction. Look out for her Thunder Ring attack—she usually follows it up with another attack. Blocking is the safest reaction to this attack, but if you detect it soon enough, leap at her with an aerial attack. Never try to throw Mystic Spheres from close range, since you'll leave yourself open to an undesirable punishment.



Use a Traveling Sphere attack to bowl over Sofia and her Thunder Ring.

...vs. Rungo

This is a tough fight for Fo, because his special attacks have a long lag time. Rungo will show no mercy, so you'll have to play as low and dirty as you can, even if you do think repeating a certain chain of attacks is cheap. Make sure you react to his actions. Don't throw attacks that he can easily block. Instead, wait for him to throw an attack, block it, and return the favor. If you can anticipate the attack, quickly cut it off with a Claw Extend.

Barrel through Rungo's Fire Wave with the Traveling Sphere. Even if you don't get him, you'll gain ground and avoid damage

...vs. Fo

The computer is able to execute moves without any discretion, making it a tougher battle for you. Try to keep from exchanging special attacks if both of you are blocking the attacks. The best thing to do is move in, execute a solid combo, and pull away. This keeps Fo from scoring any sort of fluke combo and keeps your energy above his. If you're too far away to hit him with a Mystic Sphere, substitute it with a Traveling Sphere. After you drop from the Traveling Sphere, immediately go into a Claw Slide to stop any counterattack he might try.

Fo will pummel you with a barrage of slash attacks if you keep the right up close. Take a breather after each string of attacks.

...vs. Mondo

Mondo will use his Goriki Fujin endlessly. If you're close enough to roll out of the way and counterattack, do so. Otherwise, ride out the attack, and bat him away with a Claw Slide. Use your Sphere Burst any time you jump at him—that way you can hit him back with a Goriki Tenbu. Roll up your attacks and keep Mondo on the defense. Just make sure you don't use any attacks that will leave you open. Once Mondo takes control of the fight, it's hard to take it back.

Fo's Mystic Sphere may be big, but Mondo's Seiryu spear has a greater reach

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...vs. Duke

Since Duke has such a big weapon, it takes a bit longer for him to execute his attacks. So keep the fight as interactive as possible. If you let Duke set up for an attack, odds are he will. Rolling around his Cyclone will give you the perfect opportunity to pull off your own combo. Once you can knock Duke down, time a Traveling Sphere to keep him there. If you execute it too early, throw a Claw Extend the moment you land. It's a sure-fire way to stun Duke and counter his move.

Use a Traveling Sphere to move yourself closer to Duke without risk of taking a hit. Once you're within range, plot your attack with exact timing.

A quick-snapping kick to the back of the head causes Ellis to take an unforeseen fall.

...vs. Ellis

As a fighter who fights comfortably in the air, Ellis makes herself an open target for Fo. Neither of you has any attacks that can stretch further than a quarter-screen's length, so the fight for the most part will be toe-to-toe. Stick with slash attacks. They give Fo his longest range of attack while stunning Ellis long enough to string into combos. Like Ellis, you also have a Backward attack. It's next to impossible to block and will give you time to recover from a Jump.

...vs. Gaia

This is a tough fight for Fo. In order to win, you must avoid Gaia's attacks at all costs. Continue to roll out of Gaia's destructive path until he stops to try and attack. When he does, counterattack with a simple combo—three or four hits. If you try to complete a combo with any more attacks, Gaia will probably break through. Your Sphere Burst and Traveling Sphere will be the two most useful attacks to use against him. Just be sure you have enough time to pull 'em off without being batted away by Gaia.

Instead of using a combo, pull off a Pagoda Kick. You'll secure a guaranteed knockdown and use the force of time in your favor.

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Mondo

yaki clan warrior

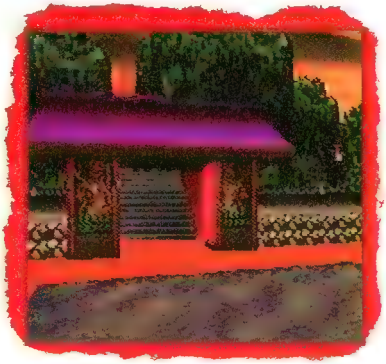
Height: 5 ft 10 in/179 cm
Weight: 146 lbs/66 kg
Age: 42
Blood Type: AB
Nationality: Japanese
Weapon Type: Seiryu Spear

Mondo is a distinguished warrior, who has mastered a unique spear-fighting style. The long, limber spear provides a nice barrier when spun and must be pretty light, since he fights while holding it with only one hand. He doesn't have much of an attack range with normal attacks, but his special attacks make up for the distance, because they all inflict multihits—which translates into major damage. Before battle, he twirls his spear out in front of him, limbering up.

Mondo has so much control over his spear it's almost like a third arm.

Mondo's battle arena is located in the center of a huge grove of trees, inside some sort of shrine. Two giant bronze statues guard the only entrance and exit, with stone steps paving the way. Unfortunately, the ground surrounding the arena is not spectacular at all. In fact, it looks like clay.

Mondo has one of the better battle arenas; it's too bad you can't see more of it.



Mondo has a few new unique features that no other warrior has. The first is his projectile attack. Unlike the other fighters who have one, Mondo can throw a projectile attack from midair. This allows him to jump over an opponent's projectile attack, and quickly counter with one of his own. His second most effective attack is his Goriki Fujin, which can strike up to five times on one spin. His string of attacks takes time to master, but the investment you make will lead to Mondo showing himself as an honorable warrior (which reflects good on you, too).

Mondo's arsenal of attacks

Before landing from a jump, Mondo can draw energy from his spear, thrusting it downward at his opponent. This can be done after he recovers from the Goriki Tenbu attack, giving him more hang time. Unfortunately, you can only perform the move once per Jump.

This time Mondo's spear doubles as more of a plane propeller, quickly spinning out in front of him. This attack strikes high and low, so victims have no escape. Since his spear is so long, it can even hit an opponent who tries to roll out of the way.

If you haven't seen it by now, everything Mondo does, is well... mondo. His spin on the uppercut is way beyond the rest. With one wind-channeling spin of his spear, he holds it over his head and propels himself into the air. Once airborne, he continues to spin his spear like a helicopter blade, osterizing any opponent.

Opponents trying to block this attack will still take a good-sized hit. Mondo cocks himself back, then power-thrusts his spear straight out at his opponent. If it hits while a fighter is approaching him, it will do near-fatal damage.

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Shippu Tsuki

(Low Attack)

To fool his opponents, Mondo can also perform his powerful spear thrust from low-attack range. Even if the opponent is blocking while standing, the attack will hit, since it strikes at crouching range. Switch between the high and low attacks to throw players off.

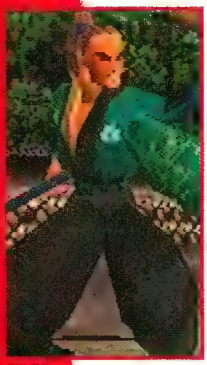
Super Special Attack

Mondo can perform this monster attack at any point during the fight, but doesn't learn about it until he defeats Sho.

Ultra Desperation Attack

Extremely furious, Mondo spins into a star-trailing Goriki Tenbu, ripping into his opponent's torso. Once he's in the air, he pauses, then sprays an explosion of fireballs that spreads across the arena, striking opponents wherever they might be.

The computer opponent puts up a good fight, but doesn't give you nearly the challenge a human opponent can. Because of this, you can catch the pattern of attacks the computer uses, easily block or avoid them, and in the end defeat the computer with little hassle. Here are the basic strategies to use when fighting against each of the computer-controlled fighters.



Mondo's strategies . . .

Mondo can strike from a safe distance using an aerial attack.

. . . vs. Eiji, Kayin, and Sho

Learn to jump straight over each of the projectile attacks. It takes practice to get the timing right, but it will open up more offensive strategies. If your opponent is far enough away, you can retaliate with a Goriki Raijin, but don't jump forward. Your opponent will more than likely be setting you up for an uppercut. Once you land, decide whether or not to take a quick step forward, then get ready to jump again. Inch in after each attack until you have an open opportunity.

If you're fighting in close range, don't let them try to attack you with a fireball attack. Use a quick, weak attack to stun them, then continue into a combo. Don't forget you also have an uppercut attack—quick reactions and good timing are everything. Don't force the fight or you'll be run over. Practice faking out your competition, throwing them off guard. If they go for a hit, square up for a huge attack.

If you have exact timing, you can knock an opponent out of their attack.

Follow your retreating opponent while mentally preparing to do an Goriki Tenbu. Once your enemy has stopped, execute the attack using the Hard Slash.

When fighting against Sho you'll want to use time to your advantage. Master at least two combos that will knock down your opponent, then use these against him. His Double Rekkuzan attack leaves a hole wide open in his game strategy, so roll it up when he tries to use that attack. Once you get him down on the ground, take a step back and time a Shippu Tsuki as he recovers. If you catch him, follow up with a Goriki Tenbu.

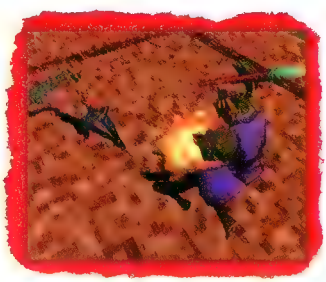
Sofia often throws Thunder Rings at close range. After you've blocked one, to counterattack with a solid chain of attacks.

...vs. Sofia

Keep the fight simple. Sofia will redundantly string similar sets of attacks, and if you just play the waiting game, you can beat her with little effort. Any time she uses her whip in an attack, you can see her go through the motions. Once you are sure she's going to attack, either jump with an aerial attack or roll out of the way. If you are a good distance away from her, go for the aerial attack. Chances are that you will land a hit before she can recover from her initial attack. If you're at close fighting range, roll out of the way and into a combo as soon as you recover.

...vs. Rungo

You can defeat Rungo using only normal attacks. His impatient attitude towards the fight serves as more of a handicap for him, leaving open holes in his entire game strategy. Restrain yourself from initiating an attack—that'll save you an unnecessary waste of energy. If you wait, Rungo will give you more than enough room to attack. Wait for him to go into his Batter Up. Once he's finished, grab him for an easy throw. Keep on the pressure by setting up a Goriki Fujin as he begins to get up.



Aerial Goriki Raijins are great for avoiding Rungo's fire Wave. This not only allows you to retaliate with a projectile, it also keeps Mondo safe above the danger.

Don't stick to horse attacks. If Fo blocks your first hit, follow it up with a crouching attack.

...vs. Fo

Fo is too slow to get around your spear attacks, if you're at close fighting distance. He might try to use his Mystic Sphere to counter them, but your weak attacks can stop him before he ever completes his move. Throw a series of slash and kick attacks to keep him at a distance and unable to strike back. If he tries to jump at you with an aerial attack, slice him down with a Goriki Tenbu. Be careful throwing any more than two standing attacks at a time. Fo will more than likely dive under them, scoring a counter hit.

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Mondo likes to give his opponents a lift, and with his spear he can even give them a whirl.

. . . vs. Mondo

Play "keep-away" against Mondo. Throw a series of Shippu Tsuki's and watch for his reaction. If he jumps at you with an aerial attack, knock him down with a Goriki Tenbu. If he jumps and throws a Goriki Raijin, tap Forward twice to run under to counterattack. You'll even be able to counter his attack when he returns to the arena. You have a much greater striking distance with aerial attacks, so use them to help chip away at his energy.

. . . vs. Duke

If you haven't mastered your Goriki Tenbu by now, finish your combos up with a crouching Hard Kick to insure a knockdown. As long as you keep the fight constantly moving, Duke will miss with almost all of his attacks. The only attack you want to block is his Southern Cross, which homes in on his opponents no matter where they try to go. Duke will try to walk in and pull a Knight Strike, so keep him back with your low Shippu Tsuki. Always keep yourself in the blocking position after initiating a string of attacks, Duke occasionally has trouble countering attacks.

If you are far enough away, chip at Duke's energy with a series of Goriki Raijins.

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. . . vs. Ellis

Ellis is a flamboyant warrior, and many of her attacks strike more than once, making combos second nature to her. Her only problem is that she doesn't know when to stop using them. Keep cool when she executes her flashy attacks, and keep an eye on an open hole to exploit. If you jump away from her and she starts into a Flaming Crescent, stop her short with a Goriki Raijin. At close range, roll out of the way from Ellis's hard attacks. She'll be stuck in her animation before she can block and you can strike with a lethal combo.

Mondo will have to play a tough game of cat and mouse to defeat Ellis.

. . . vs. Gaia

Mondo has got to get Gaia into a corner and trap him there, limiting his range of attacks. Keep the pressure on him by rolling side to side, then follow up with a sure-fire knockdown move. The striking distance of Gaia's Super Sting attack is about three-fourths of the screen and continues to fire a stream of six or seven fireballs. It also takes a considerable amount of time to recover from such an attack, so if you roll out of its striking path, you can gear up for a combo. Don't try some super-gigantic combo; Gaia will only take advantage of you. Instead, strike with a perfected short string of attacks.

Always stay alert, so you can counter Gaia's vicious attacks.

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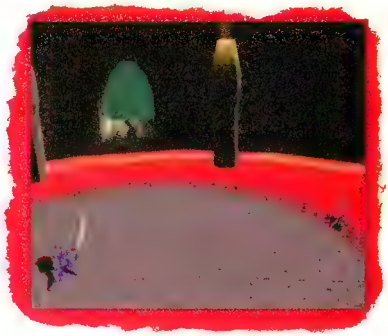
Duke b. rambert
master swordsman

Height: 6 ft 2 in/190 cm
Weight: 160 lbs/75 kg
Age: 29
Blood Type: A
Nationality: French
Weapon Type: Two-Handed Sword

This fabled warrior has the characteristics of a knight from King Arthur's round table. He carries a two-handed sword that stands nearly as tall as he does. His combat mode can change from the highly subtle to the outright bezerk within a blink of an eye. He has the second longest attack range, and does most of his fighting from afar. Decked out in a suit of armor, Duke salutes his opponent, wishing the better warrior victory. Needless to say that he thinks himself the better fighter.

Duke is literally a knight in shining armor, but he's not a casanova.

His battle arena is inside a huge castle tower. The sound of metal resonates throughout the tower with every move Duke makes. The tower itself forms a beautiful masonry backdrop. The domed picture windows are a nice touch, as are the majestic stone pillars, adorned with torches. A nice glow emanates from the top of each torch-lit pillar, and a red stone border warns opponents that doom is close on their heels.



Duke reigns supreme in his medieval tower arena.

Duke has a completely different sword technique than Eiji, Kayin, and Sho. He can't emit any projectile or perform uppercut-type attacks with it. Using or trying to implement the play strategies of the others will be a lost cause. None of his special attacks uses a kick and the most effective special slash attack is his Southern Cross, which will zero in on the opponent no matter where they try to run to. Keep your sequence of attacks up, and don't stop until you've pushed opponents back far enough.

Duke's arsenal of attacks

Duke gets surrounded by stars, then quickly dashes into a sword thrust. This is the only attack in the entire game that will actually hunt down opponents until hitting them. If you execute the attack with the Hard Slash, Duke will continue to strike his opponent three or four times before diving into a two-handed somersault, throwing a tremendous overhead sword slash.

High above his opponents, Duke implements his most devastating attack—driving the sword right through the top of their heads. This attack uses so much force Duke has to yank his sword out from the ground once he's landed.

With all his might, Duke swings his sword around in a circle, slashing at everything in its way. After a complete turn, he takes it over his shoulder, then brings it crashing down on top of his victim's skull.

Duke uses this move since he lacks the ability to perform an uppercut. It works great for stopping any would-be aerial attacks, and gives him the option to counter an opponent's attack rather than just block it.

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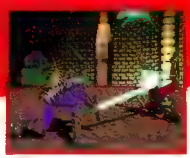
Super Special Attack

DF, D, DB, B, DF, D, B, F + (Weak Slash & Hard Kick)

Duke can perform this monster attack at any point during the fight, but doesn't learn about it until he defeats Sho.

Ultra Desperation Attack

DF, D, DF, F + (Hard Slash)



Perpetual energy begins to flare out at the tip of Duke's sword as he swings it around. As he comes closer to completing a full turn, the energy will start to trail off the end of his sword. Then, with an overhead smash, he brings the whole thing down on top of his opponent.

Duke's strategies . . .

Duke enjoys displaying his master swordsmanship, slashing his way though his opponent.

The computer opponent puts up a good fight, but doesn't give you nearly the challenge a human opponent can. Because of this, you can catch the pattern of attacks the computer uses, easily block or avoid them, and in the end defeat the computer with little hassle. Here are the basic strategies to use when fighting against each of the computer-controlled fighters.

. . . vs. Eiji, Kayin, and Sho

All three of these fighters can be midair menaces, so use your Knight Strike attack to keep them back. Throw crouching Weak Slashes to counter any projectile attack they might use and continue to attack until you've pushed them so far away that they can't reach you anymore. Master the timing of each of Duke's slashing attacks and learn how to chain several hits together. It will take a few matches to understand this attack technique thoroughly.

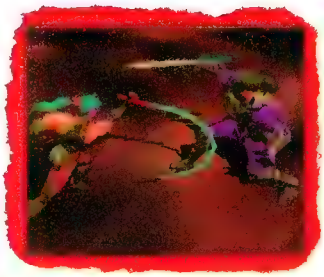
Be extra careful about these fighters' uppercut attacks—their striking distance is a little more than a quarter-screen and from close range, they strike faster than you can block. Keep a strong attack on with your Southern Cross at all times, keeping them blocking and unstable. Don't let up the pressure until you've pushed them back far enough. Switch to defense mode. Watch for their attack, then instinctively roll out of the danger zone. As soon as you come to your feet, nail 'em with a patented combo. Your normal attacks are powerful enough to inflict major damage—they can score so much that it doesn't matter if you use any special attacks within a combo.

The range of Duke's sword allows him to stand at a comfortable distance from the edge as he sends his opponent over it.

He might be the last boss, but he doesn't have any new and unusual attacks that can't be countered.

If Sho begins to walk toward you, quickly jump toward him and strike with a Head Crush, stopping him—along with any counterattack effort he might try—in his tracks. You might have the advantage of the long-range striking distance, but you're actually at greater risk from Sho at a far range. He'll continuously launch his Double Rekkuzan at you until you are either hit or become impatient and initiate an attack. You can avoid this little trap by keeping the fight toe-to-toe, and you'll be able to knock him out of the Double Rekkuzan with a normal slash attack.

. . . vs. Sofia



The striking distance of Duke's weapon is only surpassed by Sofia's superior reach and demanding demeanor

These two kind of make a good pair: Sofia dressed in her traditional black patent leather, and Duke in the always stylish chrome-alloy. Almost all of Sofia's attacks strike twice as fast as yours, making it extremely important that you remember to block instead of trying to counterattack are her Thunder Ring and her standing slash attacks. Be careful when throwing blind shots—Sofia will normally dodge them by rolling out of the way. If you throw too many attacks, she can avoid them all by rolling out of the way while getting a perfect opportunity to swat you with a counter-strike.

. . . vs. Rungo

This is a battle between two big men with big weapons. To defeat Rungo, Duke has to spot the holes in his special moves and take advantage of them by executing a big-time combo. At the same time, Duke has to be careful not to execute any haphazard moves, leaving Rungo an opportunity to block or dodge the attack and counter with an effective combo of his own. Use a simple Weak Slash attack to knock him out of his standing kick attacks; then, when you have him on the ground, throw a perfectly timed Southern Cross to score a free hit on him.

From a decent distance, you can permanently keep Rungo back with your sword.

. . . vs. Fo

Not even Fo can escape the broad striking range Duke has with his sword.

As usual, Fo presents special challenges because he is so much smaller than Duke. Fo's attacks tend to strike low, in the torso or the legs, so Duke should consider staying low himself, crouching and keeping his guard up. Keep Fo back with some crouching Weak Slashes; he's most effective in close. Use your crouching attacks to make some distance between you, then keep up the pressure by attacking with a series of Cyclones. If he comes at you with his Traveling Sphere, just block it, then set up for a combo as he lands.

Aerial attacks are a bit risky, but Mondo usually leaves himself open.

. . . vs. Mondo

Take a patient approach against Mondo. Trying to force the issue is a sure way to get sliced and diced. In particular, you'll want to block or avoid his Shippu Tsuki. If you try to counterattack against it, you stand a good chance of missing and leaving yourself open for a guaranteed hit. You can counter his Goriki Fujin, however. As soon as he comes out of the attack, unleash a huge combo of your own and push him back. Be careful when trying your kick attacks; they take too much time to execute. Stick with slashing attacks and string them together. Mondo doesn't use his uppercut attack very consistently, so you may be able to get away with some attacks from the air.

. . . vs. Duke

This match-up between knights is probably the most intense medieval sword fight ever to hit the video game screen. Properly set inside a stone tower, the two fighters only have cold steel to settle their differences. You will want to play the reserved role, plotting attacks only after he has. Keep the game on the ground, and force your opponent to make errors. Watch out using the Southern Cross; if the last flip slash misses you'll be wide open. Try using the Weak Slash Southern Cross. The attack will stop after the shoulder rush, strategically leaving you face-to-face with your foe. When you recover, start a low attacking combo.

When too close to Duke, don't use special attacks. Instead, continue fighting with normal attacks.

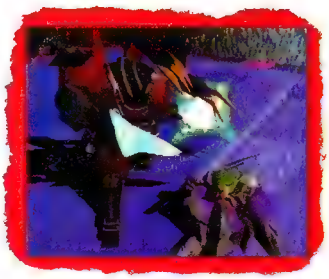
Keep Ellis at a distance. If she gets too close, she'll run circles around you.

...vs. Ellis

Though Duke has a greater advantage over Ellis in terms of weapon range and damage, Ellis has speed and multiple striking abilities that can't be matched. In other words, the battle can really go either way. Those playing Duke will want to be aggressive, never letting an opportunity to strike pass. Watch for Ellis's low kick attacks that strike several times and leave you vulnerable for a combo follow-up. If she leaps into her Flaming Crescent, just wait for her to descend and give it to her.

...vs. Gaia

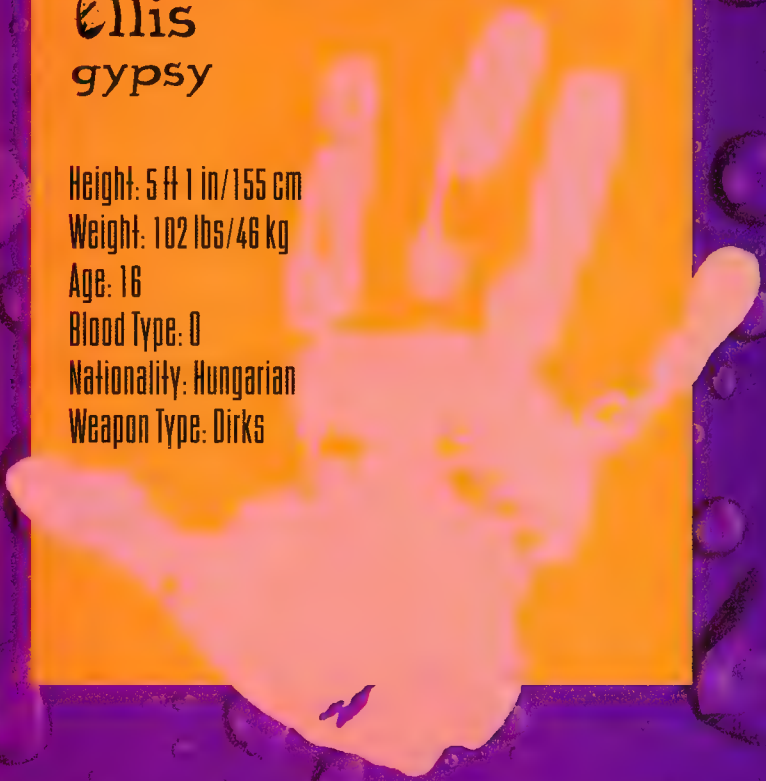
Your Head Crush and Southern Cross attacks will be your best allies against this overlord. Unfortunately for you, the other attacks you have take too long to execute and strike. But hey! The Southern Cross and Head Crush will be the only attacks you need. From the very start, you'll want to slide into your Southern Cross. It might be a smart decision to use the weak Southern Cross, just in case Gaia predicts the move—he won't be able to counter easily. Then, any time Gaia gears up for a Super Sting, take to the sky and do him in with a Head Crush.



As always, Gaia will attack you with his Devil Fist. Quickly roll out of the way and you'll be able to recover in time to nail him with a combo.

Ellis
gypsy

Height: 5 ft 1 in/155 cm
Weight: 102 lbs/46 kg
Age: 16
Blood Type: O
Nationality: Hungarian
Weapon Type: Dirks



Ellis is extremely polite and considerate, and at the start of each battle, she bows to her opponent. Though she may seem to be a more passive fighter than the others, appearances can be deceiving! Ellis is the only warrior in the tournament who holds a weapon in each hand, a type of dagger called the Dirk. The Dirk is small and double-edged and has the shortest attack range of all the weapons in *Toshinden*. Fortunately, the programmers made up for her weaponry handicap by equipping her with more sets of multihit attacks than any of the other warriors.

Don't let the big bow fool you. Ellis's combination of speed and versatility is deadly.

Ellis resides in a rather strange scenic mountain retreat. Her battle arena is located against a mountainous backdrop that resembles the Rockies and framed by a giant stone head from Easter Island and some stone archways reminiscient of Stonehenge. It's definitely an interesting fighting arena, even if Ellis seems somewhat out of place in it. After all, chiffon doesn't go with this mystical setting; but then, what does?

A mysterious face, stone archways, and a swampy meadow all add up to Ellis's greatest

While all of the other fighters are restricted to attacking with their right hand, Ellis can strike with both, giving her unsurpassed play control. She lacks a projectile attack, but has two different attacks that she can use in defense. Her favorite attack is her uppercut move, which will almost always be the final move in her combo. Don't forget her kick attacks as well; they'll help you keep your game fresh and ever-changing.

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Ellis's arsenal of attacks

Leaping into a dizzying set of somersaults, Ellis springs into the air, leaving an explosive trail behind her. Once she's executed the move and while still in midair, she can immediately roll into her Arc Slash or Air Dance.

This flip kick is just as perfect for stopping aerial attacks as it is useful as you're coming down from a Jump. You can also use this move to keep yourself airborne a bit longer, avoiding any would-be counterattacks.

This is a deep gouging uppercut that catapults Ellis skyward. It has a multihit ability for opponents on the ground and stops their aerial attacks dead in their tracks. It's a great attack by itself, but in a combo it makes an even better assault.

Similar to Eiji's Air Dance, Ellis is able to jump projectile attacks and dive in at her opponents before they can recover. Perform this attack while at the top of your Jump, or it won't be as effective.

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Ribbon

You won't believe this attack exists until you see it. As Ellis kneels, she extends one arm forward and bows. Then, in a surreal moment, the bow from around her waist rockets out toward her opponent in an unexpected attack.

Super Special Attack

Ellis can perform this monster attack at any point during the fight, but doesn't learn about it until she defeats Sho.

Ultra Desperation Attack

Ellis bursts into an explosive ball, slicing her opponents as she circles them. When she lands, she strikes several times with her short daggers, then unleashes a special burst of energy, blowing her opponents off their feet in a giant explosion.

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Ellis' strategies . . .

. . . vs. Eiji, Kayin, and Sho

Eiji will try to show off his excellent fighting abilities. Keep him cowed with a string of wicked kicks.

The computer opponent puts up a good fight, but doesn't give you nearly the challenge a human opponent can. Because of this, you can watch the pattern of attacks the computer uses, easily block or avoid them, and in the end defeat the computer with little hassle. Here are the basic strategies to use when fighting against each of the computer-controlled fighters.

Against these fighters, you'll want to keep your attacks quick and low. Refrain from using an aerial attack, unless you have more energy than they do, or you're timing the attack as they recover from a fall. If the battle is toe-to-toe, don't let up on the pressure. Keep throwing slash attacks and crouching kick attacks, forcing your opponent to block. Once you think you've trapped your opponent, walk up to them and execute a grab.

Since you don't have a projectile attack, try to stay off the beaten path. You could block the attack, but doing that too many times can drain away your energy. The best way to avoid the attack is to jump back and wait to see what your rivals do next. If they go into an uppercut, assuming you were going to jump forward, spring at them with an Arc Slash. (*Note:* If you're really close, you should spin into an Air Dance.)

Once you've blocked his Leg Brush, fire back with a string of attacks that will knock him back and away.

Stick to quick-striking, multiple attacks when trying to defeat Sho.

Sho's wide range of uppercut and aerial attacks make him a tough opponent for Ellis. He will continuously initiate the fight, using every trick he has. If he tries to wear you down with Double Rekkuzans, you will want to use that to your advantage. Don't take the blocked hit, though; instead, roll out of the way. If he tries to hit you with an uppercut, block it, then have a combo ready to strike with when he lands.

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It almost doesn't seem fair!

...vs. Sofia

A sultry combination of innocence and seduction, Sofia naturally finds Ellis's purity quite amusing, and can't wait to break her in. Keep a constant guard up, and start combos with a crouching Weak or Hard Kick. Ellis will need to pump out big combos to wear Sofia down, since her attacks don't inflict major damage. If she's ever across the screen from Sofia, wait for Sofia to throw a Thunder Ring. When she does, quickly jump and curl into an Air Dance attack to catch her by surprise. Remember that Sofia doesn't have an uppercut attack, so attacking her with an aerial attack is a definite advantage.

...vs. Rungo

Blocking Rungo's attacks stirs up a bit of a problem, because even when blocked, they sap your energy considerably. Since his attacks also cause greater damage than yours, you will need to work double-time with your sequence of attacks. You'll need to keep a finger on the Roll button during the entire fight. This way, you may be able to avoid damage all together. Any time Rungo can get some distance between you and him, watch for his Fire Wave attack. You will need to be ready for any such occasion and block in the crouching position if you can't get around it. If you're standing and blocking, the attack will still hit.

Use a barrage of slashes to fire Rungo out.

Fo doesn't mess around.

...vs. Fo

Be careful performing aerial attacks, because Fo has a quick Pagoda Kick that can strike you down faster than you could pull off any of your airborne attacks. Try to refrain from repetitive standing attacks, because Fo can crouch under them unharmed. Use your kick attacks instead, followed up by some longer-reaching sword swipes. Ellis is a bit quicker than Fo, so as long as she keeps her gameplay fresh, defeating him will be a cinch. One paritucular attack to look out for is his Mystic Sphere; it has incredible range and can even hit Ellis after you roll her out of the way.

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Mondo tries to intimidate Ellis with his big stick.

. . . vs. Mondo

One advantage you have against Mondo is your projectile attack. Mondo needs to be in midair to execute his projectile move, making it tough to fire accurately. Just put a great enough distance between you and him, then fly at him with your Arc Slash and catch him off guard. With his long spear, Mondo can fight just as well in a close battle as in a long-range battle. The safest approach to defeating Mondo is to counterattack any attack he tries to unleash on you. His Spear Extend can be thrown high or low, inflicting mammoth amounts of damage. If you can't move out of the way quickly enough, be sure to block in the appropriate position. Guess wrong and Mondo will serve up a wallop of a hit.

. . . vs. Duke

You'll need to be careful fighting Duke from long range, since his sword outreaches your daggers by a long shot. Fly in with a string of aerial attacks to wear him down, then stick to the ground. Don't try to counterattack his Southern Cross; you'll just get caught up in it. Block it instead, then counterattack with your own combo once he's open. Trying to roll clear from his Southern Cross attack will prove fatal, because he can spin around as you do, and catch you in the back. Duke's Southern Cross attack does have one major flaw, and exploiting it could cause him to finish himself off. If you're backed to the outer edges of the ring, wait for him to come at you with the Southern Cross attack. Then, just before he's about to score his first hit, roll it up. He won't be able to stop his oncoming rush and plummet to his doom.

Keep the fight toe-to-toe.

Dance of the gypsies, maybe. Dance of death, definitely.

...vs. Ellis

This girl can sure deliver! Trying to get at her with aerial attacks won't work at all, she'll bat you down with her Flaming Crescent every time. Try to keep the fight on the ground and only attack after she has thrown a series of attacks. Once you spot an available hole, start up with your own combo. Spring into your Tornado attack any time you are in trouble; more likely than not, it will free you from a potentially dangerous situation.

...vs. Gaia

The trick to defeating Gaia lies in using your roll. Wait for him to initiate an attack, which will usually be his Super Sting. Then as he goes through the motions, dodge in either direction and counterattack with a mastered combo. Be careful when attempting big combos against Gaia; any sort of mishap and he'll show you just why he's your final challenge. You won't stand a chance against Gaia from a long range. His devastating arsenal of attacks will be able to waste you without his even needing to take a step in any direction. A last bit of advice: Try to stay around the center of the arena. If you're forced to the outside, you'll have to watch your front and back carefully.

Beating Gaia is a dream come true for Ellis.

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Gaia
devil warrior

Height: 12 ft./214 cm
Weight: 221 lbs./100 kg
Age: 40-something
Blood Type: O
Nationality: ?
Weapon: Armor Bastard

This mysterious boss of *Battle Arena Toshinden* (or Tournament of the Fighting Gods) is also the organization's strongest warrior. Gaia is a very subtle fighter. He waits... watches... then mercilessly attacks any fighter foolish enough to have entered the arena with him. You may have noticed the two extra appendages rooted on his back, just below his shoulders. These extensions are actually deadlier than his two main arms, one of which wields a mighty Armor Bastard—the sword from hell!

Gaia will make short work out of you if you don't perform like a champion.

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Gaia's arsenal of attacks

Gaia sets both feet firmly to the battle floor, then leans slightly forward. At the same time, both of his upper arms repeatedly lash out, releasing a surge of explosive fireballs. If you're in the direct line of fire and you're not blocking, this attack can strike up to six times.

With a disturbing grin, Gaia draws a tremendous field of energy within his cupped arms, then rockets it straight at his opponent. The move takes a bit of time for Gaia to execute, and most alert opponents can avoid the attack. Try timing it as they recover from a knockdown.

With a quick sliding shift, Gaia glides into position to hand his opponent a nice fistful of hyperkinetic energy. This move works very effectively in dire situations. If you are within striking distance of any opponents, wait until they initiate an attack, then quickly spring into this move. You'll slide clear from danger and strike before your foe can get a chance to block.

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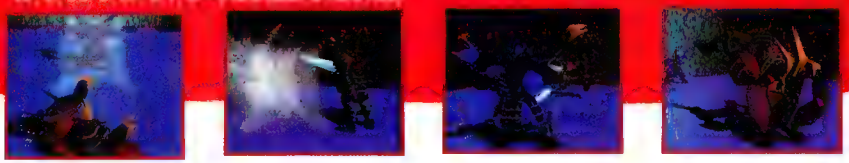
Desperation Move

F, DF, D, DB, B, F + (Hard Slash)

When you beat the game on a difficulty level below normal, you will only fight Gaia. If you beat Gaia, you will receive a Desperation Move.

Secret Move

DF, D, DB, B, DF, B, F, D + (Hard Slash & Hard Kick)



If you beat the game on a difficulty level of normal or harder and reach Sho by not using any continues, and beat him, you will receive a Secret Move. It is all right to continue when fighting against Sho.

Gaia might have been the last fighter you faced, but there is one more combatant!

To play as gaia

To play as Gaia, do a fireball motion towards the left (Down, Down-Left, Left) and hit Weak Slash—this is when you're at the title screen and the words come sliding from the left side onto the screen. Weak Slash is the Square button by default. You will hear the word "fight," confirming that the code worked. Now, on the character select screen, hold Up while on Eiji and hit any attack button. Ta-da!

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sho shinjo
relentless brother

Height: 5 ft 8 in
Weight: 140 lbs
Age: unknown
Blood Type: A
Nationality: Japanese
Weapon: Samurai Sword

Sho is Eiji Shinjo's long-lost older brother. He is really the final boss of the game. To fight him, you must defeat Gaia at a difficulty level of normal or higher without using any continues. After you defeat Gaia, you will see the game's real ending and receive Sho's Secret Move.

It's tough, but well worth it to be skilled enough to fight against Sho.

Little is known about Sho, although he has the fighting style and technique of both Eiji and Kayin. (Both of them were trained under his tutelage.) He has completely mastered the art of projecting energy from his skillful sword, unleashing two blasts at a time. His fight domain is even more breathtaking than Gaia's, with intense music and ultra-cool lightning effects.

It's a good thing you can continue when you get to Sho—you'll definitely need to!

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Sho's arsenal of attacks

Double Rekkuzan
D, DF, F + any Slash

Ryuseikyaku
(While jumping)
D, DB, B + any Kick

Hishouzan
F, D, DF + any Slash

Leg Crush
D, DB, B + any Kick

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Scottish Moon
While jumping
Q, Q + any Kick

Desperation Move
F, DF, D, DB, B, DB, D, DF, T + Hard Slash

Secret Move
L F, DF, L, DB, B, C + Hard Slash & Weak Kick

To play as sho

First put in the Gaia code, let the game go to the demo, press Start on controller 2 to go back to the title screen, and as the words come in (again from the left side), hit F, B, F, B + Square. You should hear "fight," and the text will turn blue. Then go to the player select screen, go to Kayin, push Down and Square.

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Countermoves

Now that you've mastered the basic moves and combos, you'll want to perfect your fighting skills. Throwing an attack at your opponent isn't all there is to it. You need to know when to throw that attack! That's where Countermoves comes in. We've included this section to help you find the most effective way to spot and take advantage of your opponents' weaknesses.

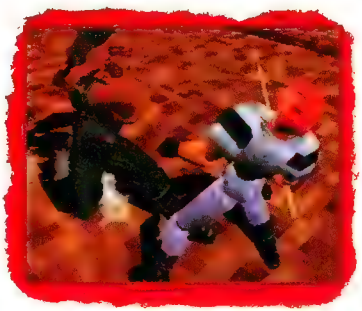
Each type of special attack appears in a separate section and, when necessary, we've described variations specific to each fighter. We've also included information about what attacks to use and when best to use them to counter your opponent's attacks. If it sounds confusing, get into the arena and try these tactics out. They'll make more sense when you're in the thick of the battle.

Special weapon attacks

These special attacks cause a fighter to execute unbelievable attacks that strike an opponent many times with a single command.

Sofia and Duke

These two fighters have a special type of attack that keeps them circling around their opponent. Sofia's attack is the Aurora Revolution and Duke's is the Southern Cross. This circling type of attack is difficult to counter and, under most circumstances, the best thing to do is to block. However, if you happen to be far enough away when the attack starts, you can jump back away from it. If you also have an aerial attack, you can use it to seize the advantage after you have jumped away. If the attack starts from too close and you can't jump away, ride it out and block, preparing yourself for a counterstrike.



Rungo and Mondo

Both of these guys, have monster attacks that can result in a devastating reduction of your energy bar. However, regardless of their strength, these attacks do have weaknesses.

It takes Rungo some time to initiate and to finish his Batter Up attack. When you're fighting against Rungo, you'll want to memorize the animation sequences that signal the beginning of this attack. When you see him begin the Batter Up animation, launch a simple attack at him to stop him short. When you play Rungo, you'll want to reserve the Batter Up attack for combos or as a surprise attack against an opponent who is getting up from a fall.

All of Mondo's special attacks are slow and vulnerable to counterattacks. Watch for the openings and you should be able to prevent him from nailing you with his big-hitters. Against either character, use well-timed and well-planned attacks. Find the moments when the enemy is vulnerable and move in.

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Projectile attacks

Almost everyone knows what a projectile attack is. They're often referred to as "fireball attacks," but either way, they involve sending something flying at your opponent. When they hit with full force, they drain energy from the opponent. The chief advantage of a projectile attack is that it can be launched from a distance, out of your opponent's weapon range. However, projectile attacks are generally not very strong, and they can usually be countered with relative ease.

Eiji, Kayin, Sofia, and Rungo

These four fighters have what could be considered classic projectile attacks. They swing back with their weapon, lunge forward, and snap an energy wave out at their opponent. The pros to this attack are that you can be at any distance from your opponent while attacking, and that it forces your opponent to make a decision—generally whether to block or jump. While your opponent hesitates in reaction to the projectile attack, you may be able to move in to score some nice hits or combos. If they jump over the attack, they may be vulnerable to an uppercut move or other effective counter moves against an airborne opponent.

Projectile attacks can also stop oncoming special attacks, effectively turning the tables on an opponent getting ready to whomp you with some combos. On the minus side, you have to be careful not to depend on these attacks too much. Your opponents may learn to anticipate your moves and catch you off guard. In particular, they may jump over the projectile attack and catch you wide open if you don't counter with an effective uppercut-type move.

Fo

Fo's projectile attack is called the Mystic Sphere. This humorous little fighter actually jumps up and launches the attack, then provides its forward momentum by riding atop the Mystic Sphere. However, the attack doesn't leave him very vulnerable and it is too broad to jump over, so the best strategy when he launches the Mystic Sphere is to keep stepping backward, away from it, until the attack finishes. At that point, Fo is vulnerable for a moment, and you can move in with your own counterattack. Fo players will want to use this attack anytime an opponent tries to attack with a projectile or when the other fighter is recovering from a fall.

Fighter	Projectile Attack
Eiji	Rekkuzan
Kayin	Sonic Slash
Sofia	Thunder Ring
Rungo	Flame Wall
Fo	Mystic Sphere

Fighter	Uppercut Attack
Eiji	Hishouzan
Kayin	Deadly Rays
Rungo	Power Thrust
Mondo	Goriki Tenbu
Ellis	Flaming Crescent

Uppercut attacks

Eiji, Kayin, Rungo, Mondo, and Ellis

A trademark in every fighting game has to be the infamous uppercut. Some call the attack Shoryuken, others Hishousan, but an uppercut by any other name hits just as hard. Fighters use this attack to drop opponents who try to initiate a jumping attack. It also works well against an opponent's weapon attack. One very effective use of the uppercut move is to execute it as a counterattack against an opponent when they are in the midst of attacking you. Often, the uppercut move will slice right through the original attack and you won't suffer any damage at all. There is one very significant flaw to the uppercut move, and that is the time it takes to recover from it. If you are successful with the uppercut and score an unblocked hit, you'll have plenty of time to recover, but if you miss, you leave yourself open and may have to take some lumps in return.

Aerial attacks

Eiji, Kayin, Fo, Mondo, Duke, and Ellis

Aerial attacks are special moves that a fighter is able to execute while in a jump. Skillful use of these attacks can give fighters an extra edge against strong fighters who tend to stay on the ground. Fighters who have these attacks will quickly learn that an aerial attack is best used as a counterattack against an opponent's projectiles. Otherwise, aerial attacks are not awfully useful. The most significant flaw of an aerial attack is that you may not execute it correctly. If you fail to throw the attack, you may fall out of the air and land directly in a blizzard of counterattacks. However, if your attack is successful and the opponent blocks, don't worry—there'll be time enough for you to block, if you do so immediately.

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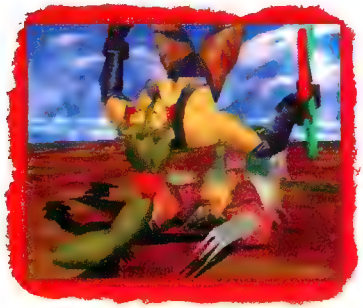
Fighter	Aerial Attack
Eiji	Ryuseikyaku
Kayin	Scottish Moon
Fo	Sphere Burst
Mondo	Goriki Raijin
Duke	Head Crush
Ellis	Air Dance, Arc Slash

Instant attacks

Eiji, Fo, and Ellis

Instant attacks are special in that they offer little or no opportunities for an opponent to counterattack. This makes them very reliable. Each instant attack involves sliding in low at an opponent's feet. You can often surprise an opponent with one of these attacks, especially if they tend to block from a standing position. Instant attacks can also be used to avoid projectile attacks, but this requires precise timing. If you execute the instant attack just right, you'll be able to slide in under the projectile attack and score a hit on your unsuspecting and unprepared opponent.



To counter an instant attack, you can try a maneuver that has some risk attached. The idea is to jump straight up just as your opponent slides in at your feet, then, when you've descended from your jump, time your counterblow to hit the opponent before he or she has recovered from the move.

Fighter	Instant Attack
Eiji	Shugekidan
Fo	Claw Slide
Ellis	Knee Slide

Special codes

Most games come with a programming code that either extends the life of the game or helps end a game. The designers of Toshinden, however, have given players new ways to interact with the game when using its programming codes. The list below gives you a slew of tidbits to fool with, so you can create a whole new kind of fun while freakin' to Toshinden.

Selecting Character Colors

You can select alternate costume colors by highlighting a character and pressing the Select button.

Camera Options

There are some hidden camera options which allow you to change the camera angle as well as scrolling and zooming. In the Options screen, select a control type that does not use any of the top four L or R buttons (for example, A2). There will now be a Camera option called YOURSELF. Go back to the control type and choose A5-G5. The top four buttons will now control your X and Y (or horizontal and vertical) camera angles. Now begin a fight and while playing, use the top L and R buttons to change the camera angle any time.

After clearing both the Options Menu and Life Gauges from the screen, press Start to regain action. Now, neither fighter can identify themselves with a Life Gauge, making for a more undetermined battle.

If you have a 2P controller in port two, the Select button can be used as a frame-by-frame advance! You can even hold Select down and watch in slo-mo.

But that's not all—you can obtain even more camera options. First, pause the game, press and hold all four main buttons (X, O, Square, and Triangle), then press the Select button. The Options menu will disappear, clearing up the center of the screen, so you can see the action behind. Hold all four main buttons and push Select one more time and the energy gauges and scores will disappear as well. You can then press Select and the zoom controls will change. The Up and Down functions on the D-Pad will shift to view above or below the action. The L1 and R1 buttons will slide the action Left or Right and the L2 and R2 buttons will zoom in and out.

Hit all four main buttons and push Select one more time to get back to the Options menu. Or hit Start to play without the energy gauges and scores!

Instant Secret Moves

(Anytime)

After entering the codes to play as Gaia and Sho, wait through the demo until the title screen comes up again. Like before, as the options come in from the left, hold DF and press Weak Kick. You'll hear "fantastic" and the option text will turn white. To utilize this feature change the control type to use L1, L2, R1, R2 as SPECIAL buttons. Now, anytime during a fight, hitting (L1 + L2 + R1 + R2) and the Select button all at the same time will unleash the fighter's Secret Move. This will need to be altered once the NEW code is found.

Instant Desperation Moves

(When Energy Gauge Is Flashing Red)

Make sure that your controller is set with all four top buttons as special attacks (for example, A4). Whenever your character's energy gauge is flashing, hitting all four top buttons together will execute the fighter's Desperation Move.

Japanese vs. American versions

In this section, we've listed some of the cosmetic changes made in the [illegible] version of Battle Arena Toshinden and why they were made. In case you don't know, this game was released in Japan long before its appearance in the United States. Though most of the changes ultimately amount to drivel, we just thought some of you might want to know.

Code change:

The access codes to play as Gaia and Sho were changed. In the import version, players need to perform the code in the exact opposite direction, as if doing Ejiri Rekkuzan. To access Sho in the import version, players need to go through the Deadly Rays motion of Kayin. Why these codes were changed is quite simple. Overeager gaming magagazines, and loose lips on the internet had the import codes months before the U.S. release. Sony was aware of that. In order to keep *Battle Arena Toshinden* fresh and alive in the ever growing genre of fighting games, they changed the codes.

Japanese vs. American versions (continued)

Metric to conventional measures changed

A lot of Japanese designers are very passionate about their product, and rightfully so. More times than not, when developing a character or cast of characters, they treat them as if they were real—an obsession that filters through every little detail, including blood type, exact height, weight, and emotional status. In the United States, however, the majority of us, who can't get the game loaded fast enough, could care less what was printed inside a manual. For those who prefer a more thourough profile on their fighters, you'll be glad to know that we do as well.

Voice Changes

Unfortunately, as with most Japanese-to-American translations, the fighters have lost a lot of their personalities. The original import used the voices of very destinctive voice actors for each of the fighters, especially for Ellis and Sofia. Both of these voices have been tuned way down. Take the case of Ellis, for example, who is a chipper sixteen-year-old. The Japanese voice actress for Ellis had a very young, very innocent, and very provocative, at times even sexually sounding, tone. In the American version, however, a voice actress with a more mature sounding voice was used.

In Sofia's case, there have also been significant changes. For starters, the stage music track in the import version has a fast-paced tempo which includes sultry male and female voice samples. The women declare, "It's our time!", followed by a male grunt. These and other, similarly stimulating sound bytes, have been discretely removed from the American version. As for Sofia herself, the American voice actress doesn't come close to sounding like the dominatrix Sofia's supposed to be. Even Sofia's Desperation Move underwent a dialog change: From the fitting "Call me Queen!" to the now so popular, "Whiplash Spin." Go figure.

Add-On Music

Whoever was in charge of the American sound tracks for Toshinden, sure did like the electric guitar. They've included it in nearly every level, although for some tracks they only tweaked the tempo.

Bonus CD

Also available in Japan is a strategy guide called the Toshinden Perfect Fighting Book that includes a CD. With the CD, gamers are able to fight as either Eiji or Ellis in new black attire. The disc also allows you to fight with SD (Super Deformed) versions of both Eiji and Ellis. Why, don't we get cool stuff like that?

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Tom Stratton Jr. is the author of many video and computer game books, including *Mega Man X Official Game Secrets, Super Metroid Unauthorized Game Secrets, The 3DO Game Guide,* and *Earthworm Jim Official Game Secrets* (all from Prima).

Platform: Sony PlayStation

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